

# "Islands Main Title" 1042-000 Final Board

Date 09/13/16

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/13/16
- ☒ Final Board

Adventure Time Created by  
Pendleton Ward

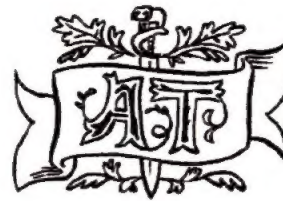
Supervising Director  
Adam Muto

Storyboard by  
Sam Alden

Animation Studio  
ScienceSaru

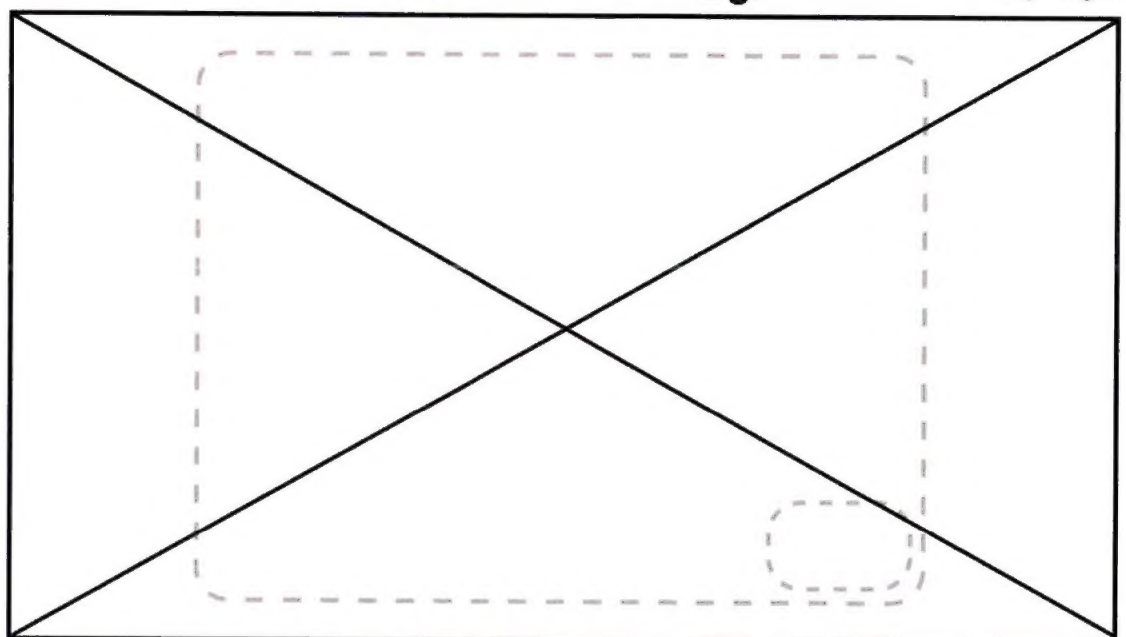
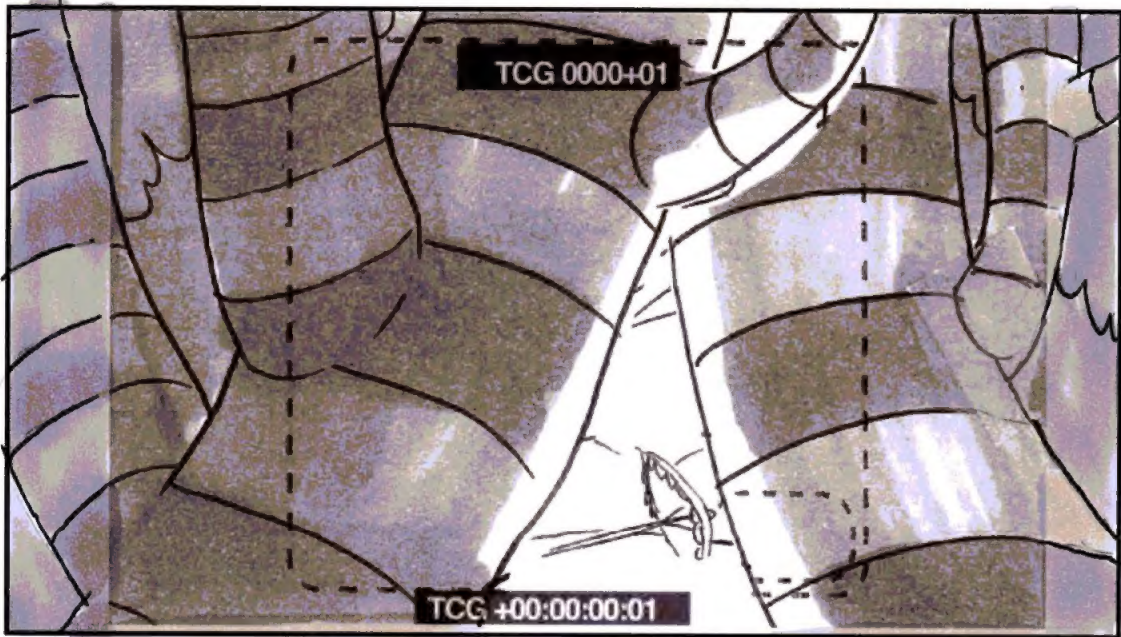
SEP 16 2016

# ADVENTURE TIME



Page 00

Sc. 1 Pnl. A1 Bg. day night Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

1042/000



# ADVENTURE TIME



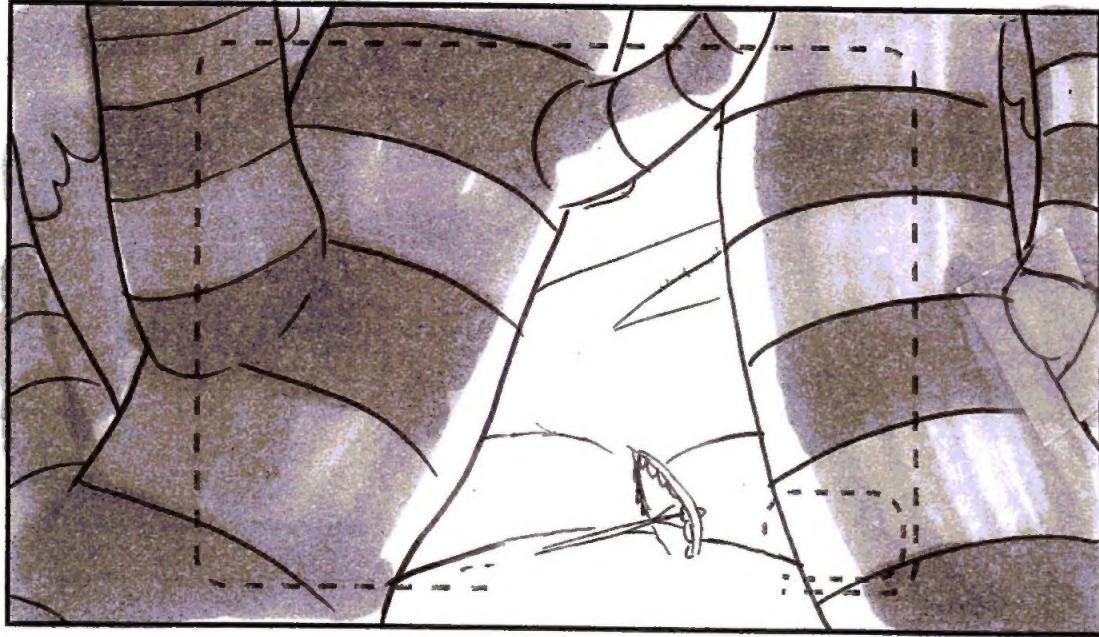
Page 1

Sc. 1 **CONT**

Pnl. A2

Bg.

day night

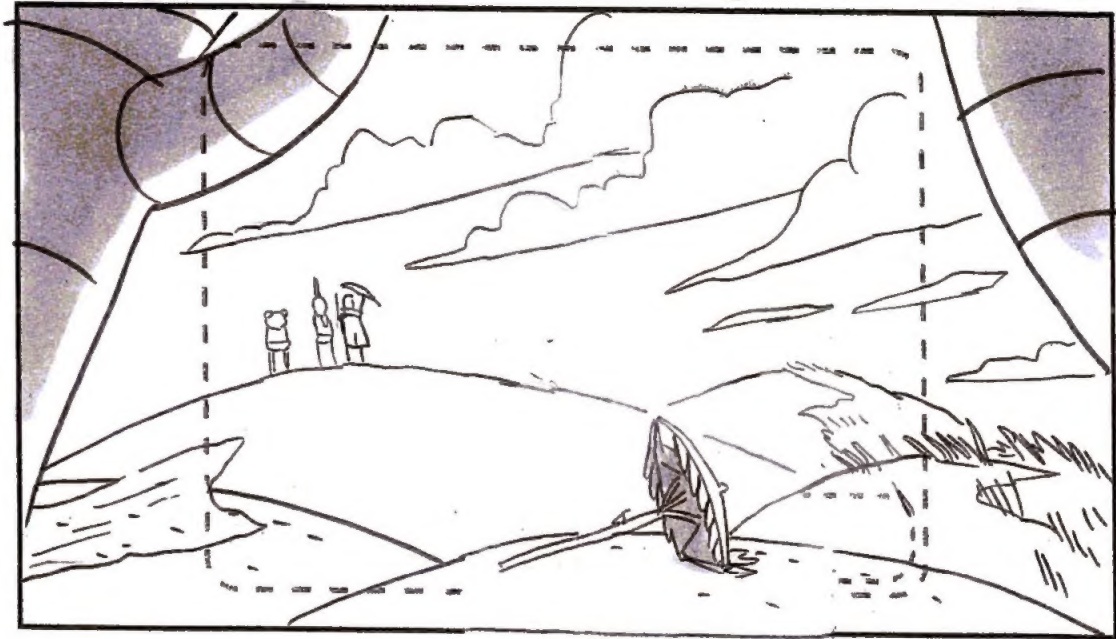


Sc. 1 **CONT**

Pnl. B

Bg.

day night



Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

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1042/000



# ADVENTURE TIME



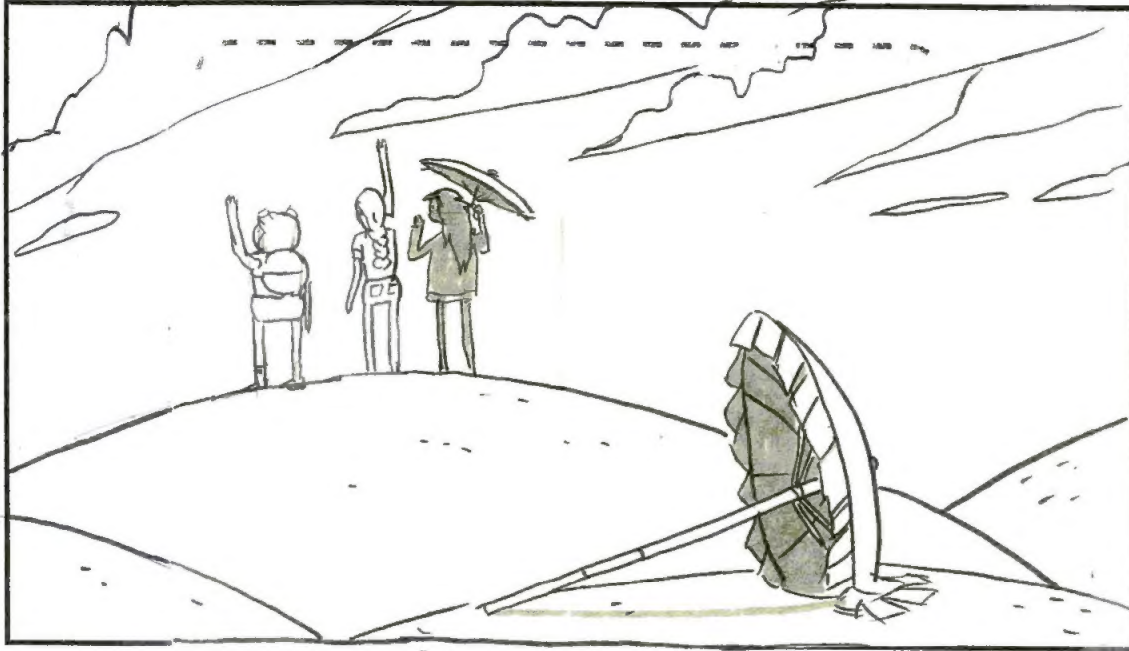
Page 2

Sc. 1 **CONT**

Pnl. C

Bg.

day night

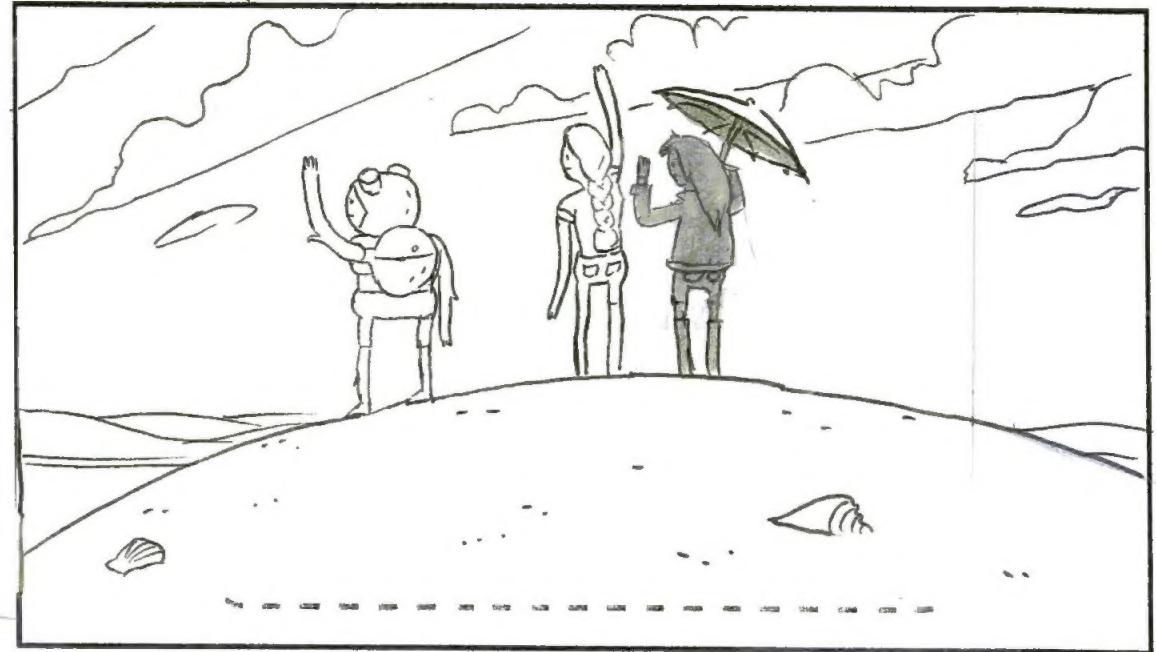


Sc. 1 **CONT**

Pnl. D

Bg.

day night

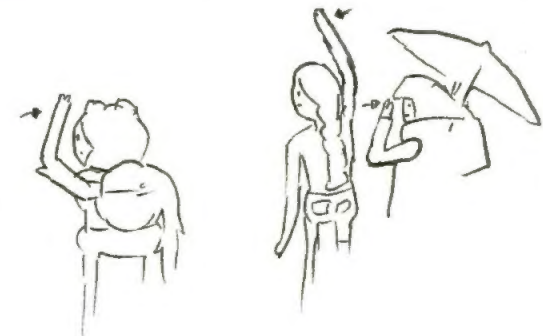


Dialog:

Action:

Timing:

WAVING



SEP 1 6 2016

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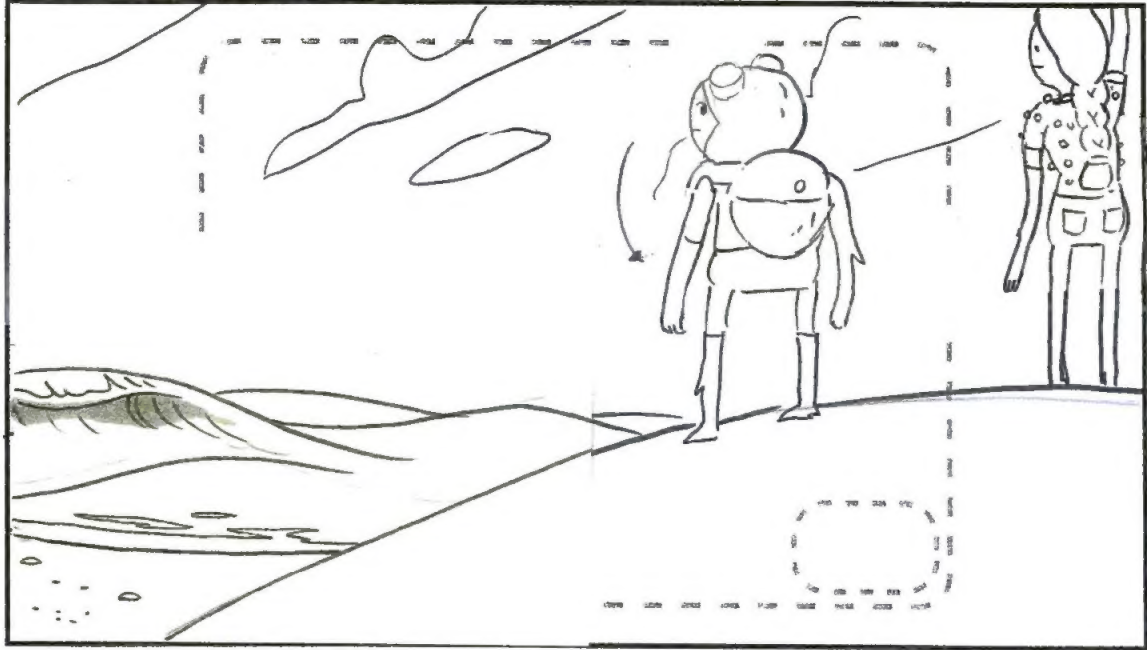


Sc. 1 **CONT**

Pnl. E

Bg.

day night

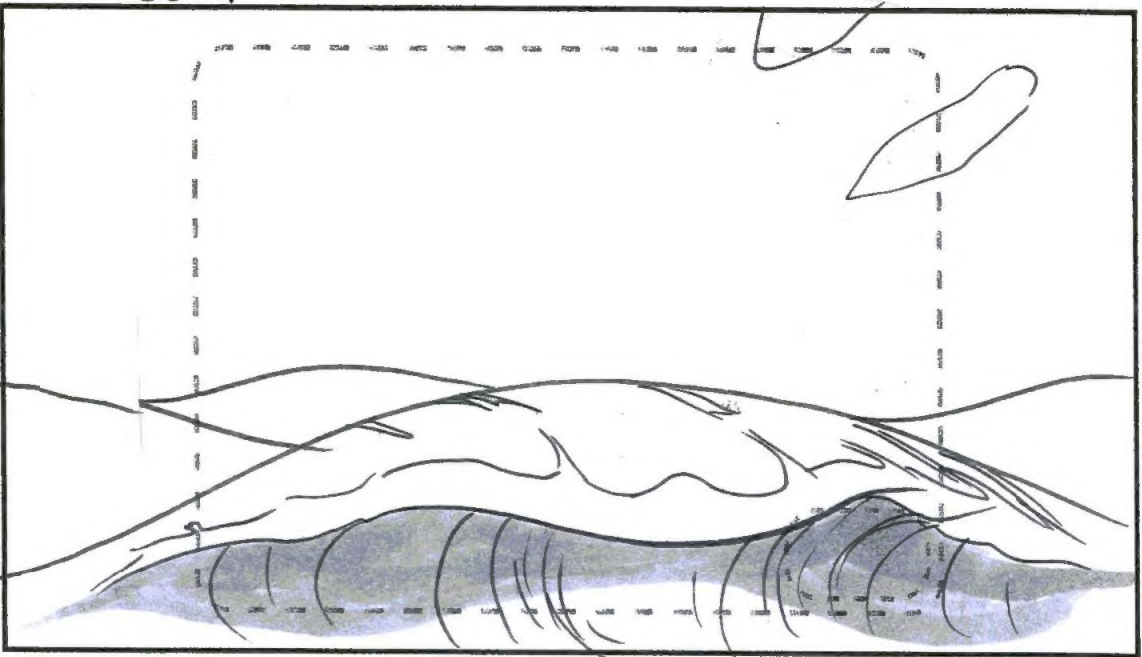


Sc. 1 **CONT**

Pnl. F

Bg.

day night



Dialog:
Action:
Timing:

SEP 1 6 2016

EPISODE #  
1042/000

Production:

1042/000



ADVENTURE TIME

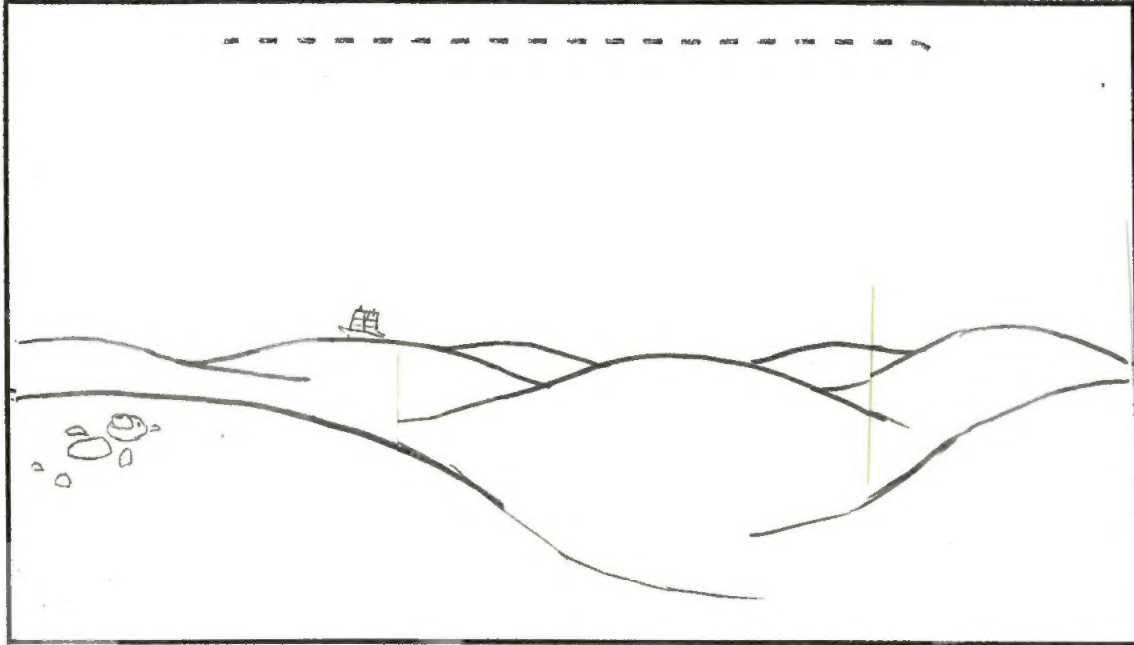


Sc. 1 CONT

Pnl. G

Bg.

day night

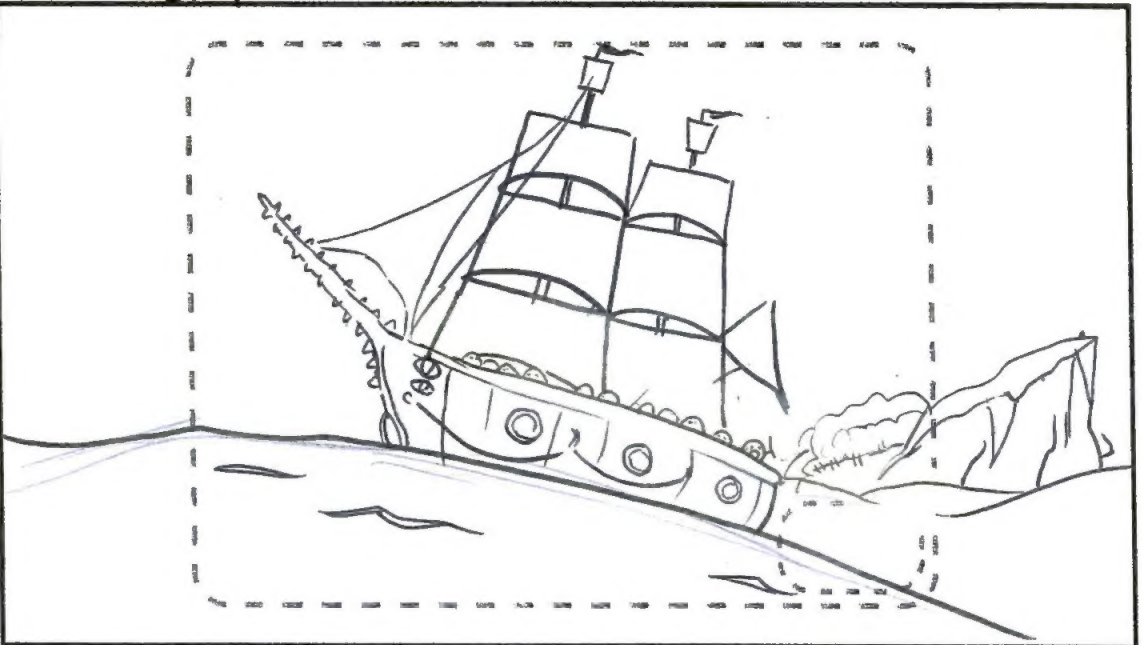


Sc. 1 CONT

Pnl. H

Bg.

day night



Dialog:	
BEAR IN WATER	
Action:	
Timing:	

SEP 16 2016

1042/000

EPISODE #  
1042/000

Production:

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# ADVENTURE TIME



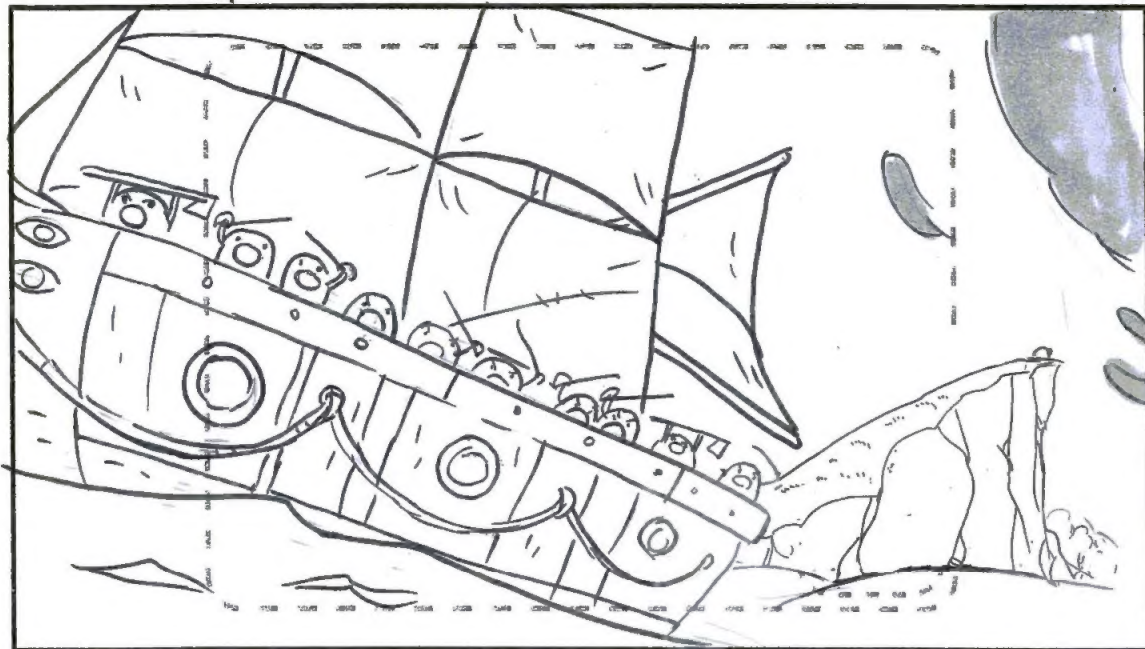
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Sc. 1 **CONT**

Pnl. I

Bg.

day night

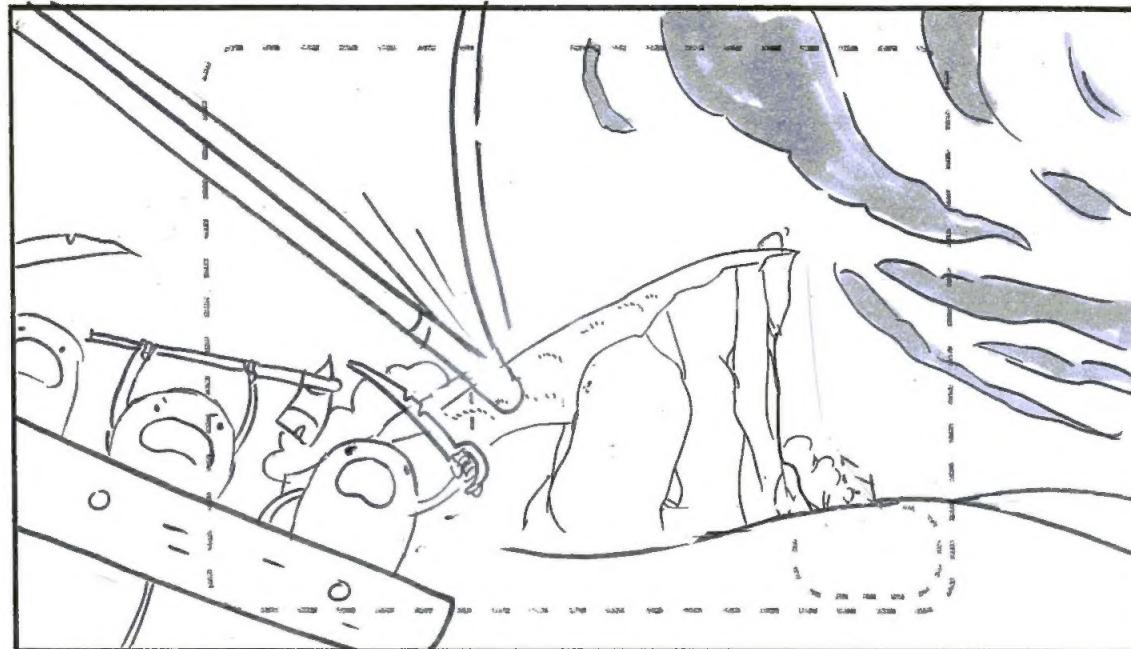


Sc. 1 **CONT**

Pnl. J

Bg.

day night



Dialog:

Action:

Timing:

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EPISODE #

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Production:

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# ADVENTURE TIME



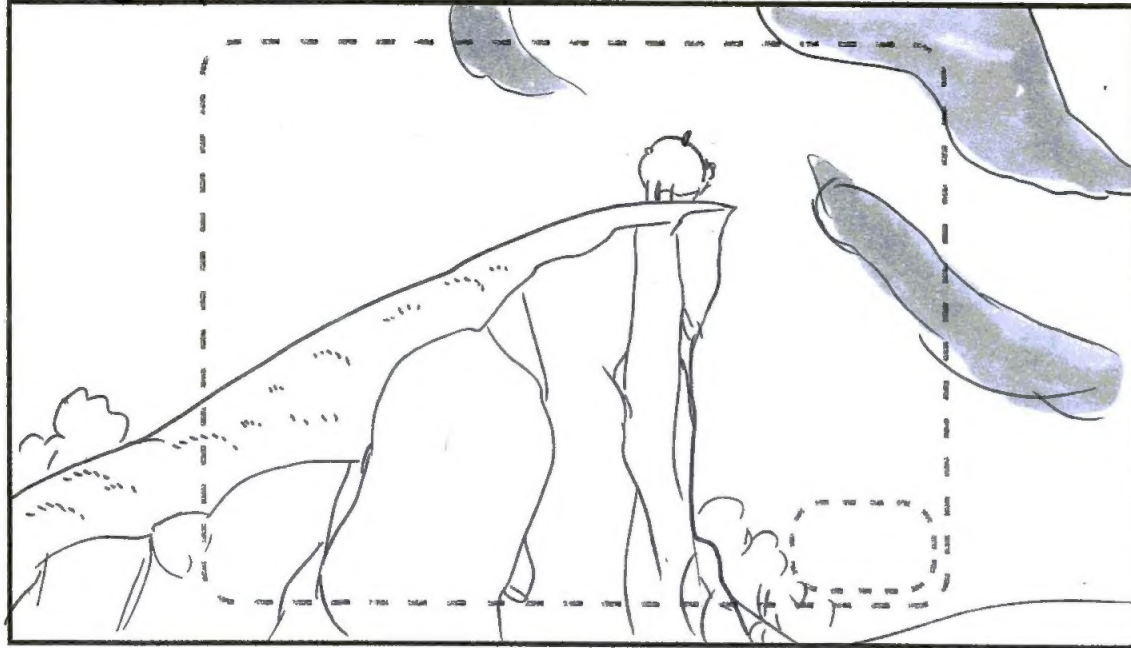
Page 6

Sc. 1 *CONT*

Pnl. *K*

Bg.

day night

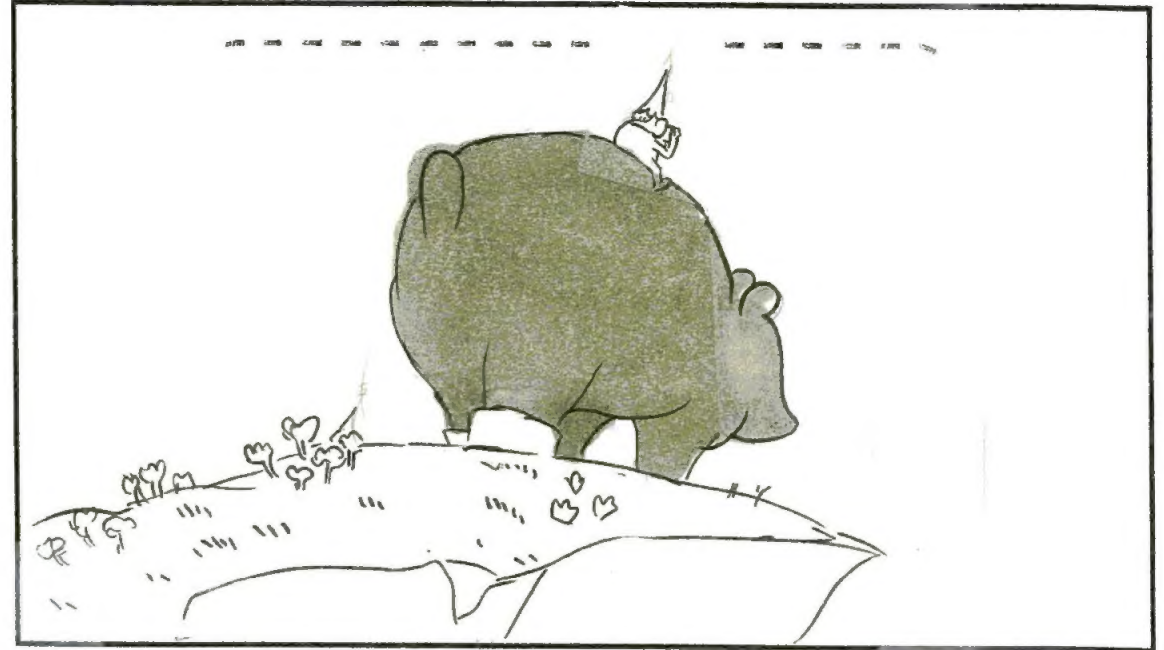


Sc. 1 *CONT*

Pnl. *L*

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

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Production:

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# ADVENTURE TIME



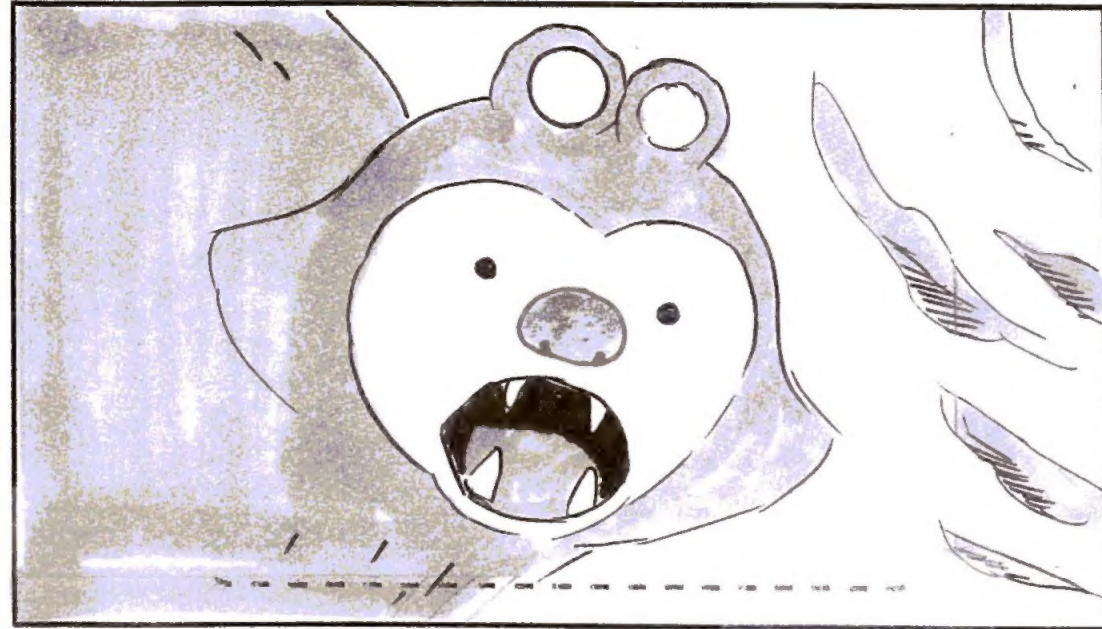
Page 7  
day night 7A NEXT

Sc. 1 **CONT**

Pnl. **M1**

Bg.

day night



Sc. 1 **CONT**

Pnl. **M2**

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

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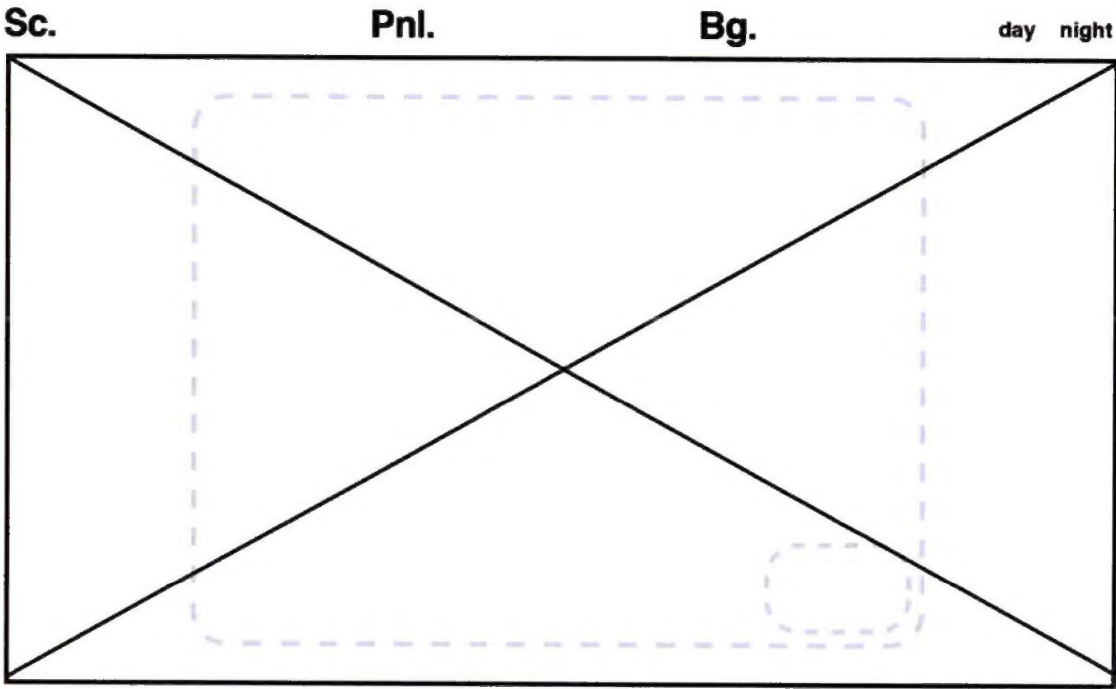
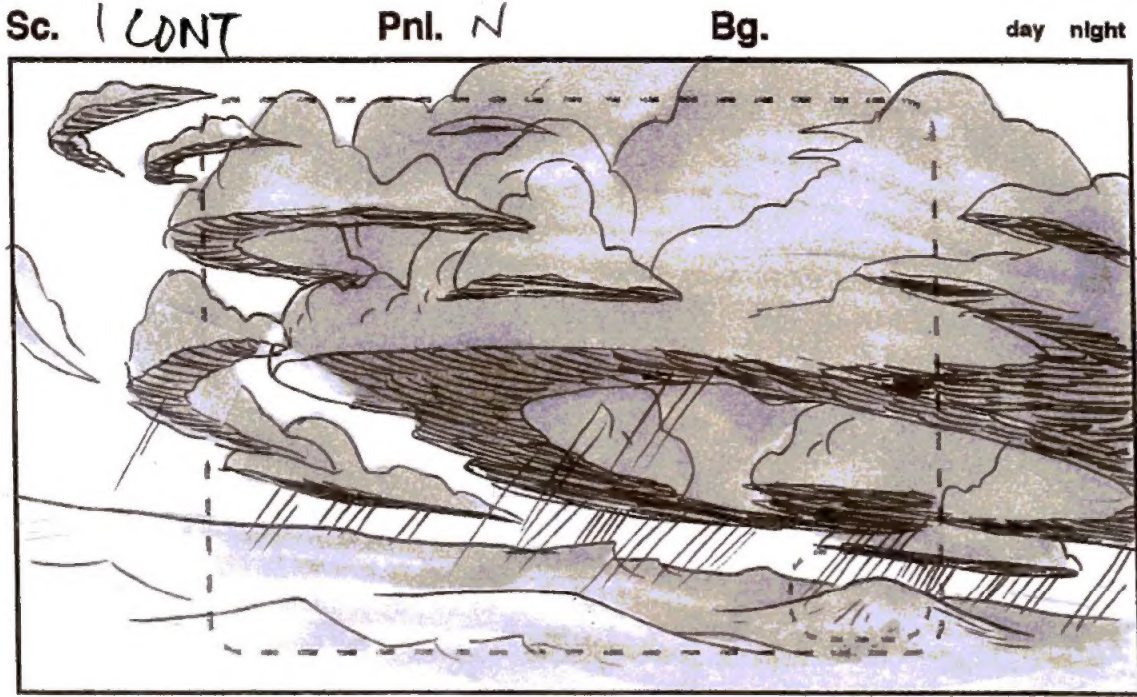
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ADVENTURE TIME



Dialog:

Action:

Timing:

SEP 16 2016

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EPISODE #  
1042/000

Production:

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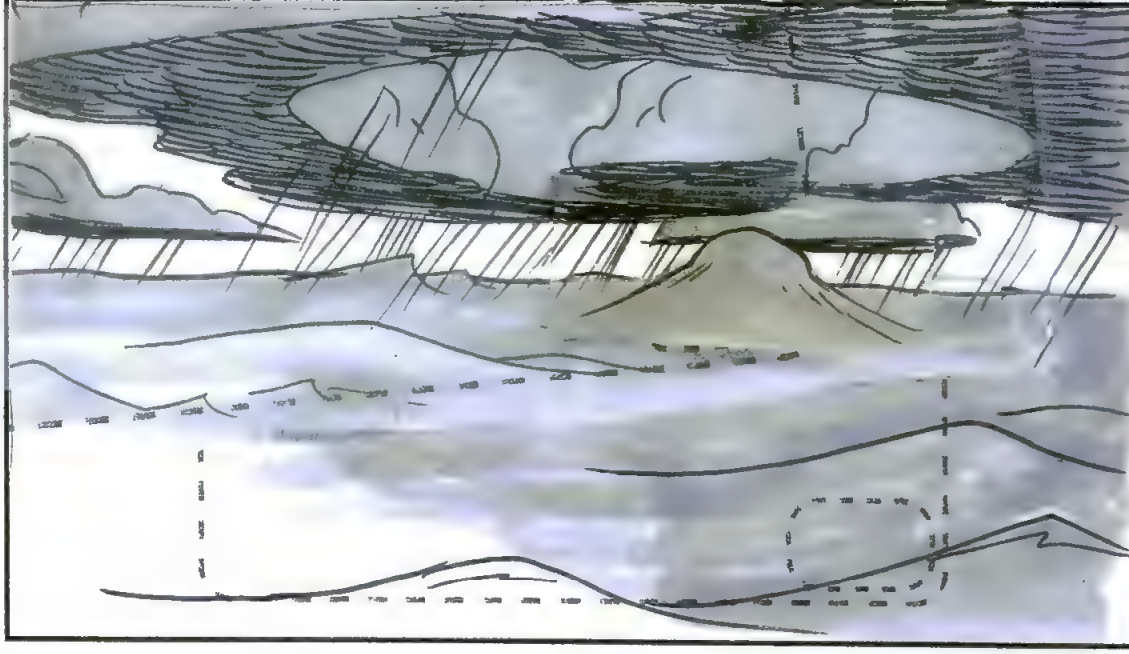


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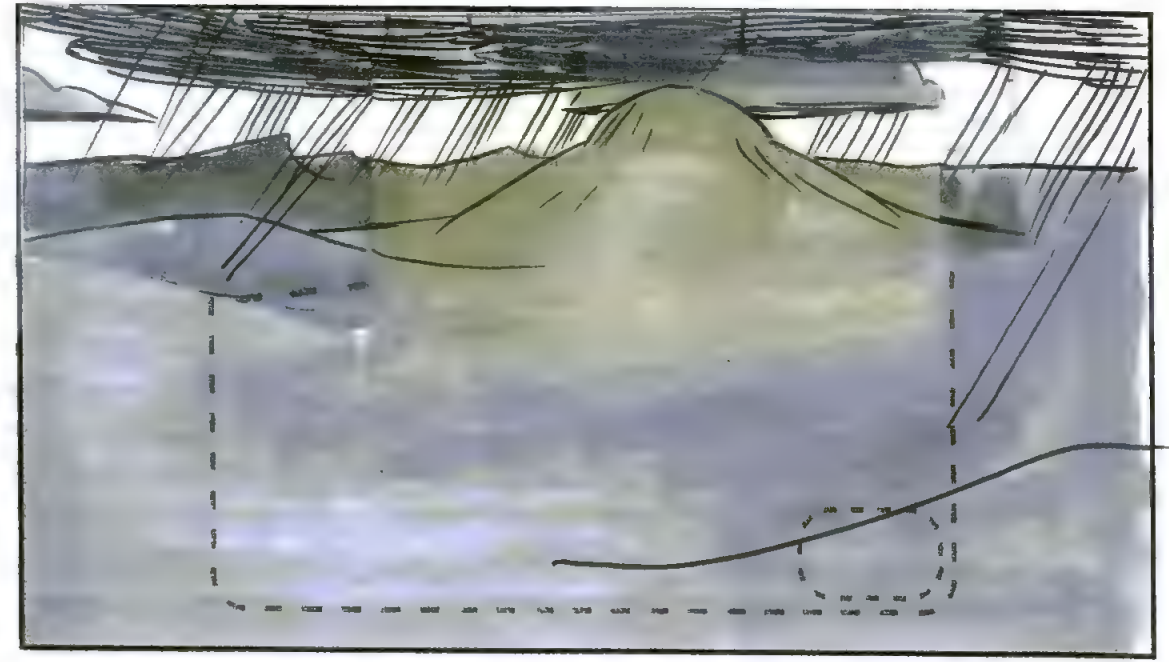


Page 8

Sc. 1 CONT Pnl. 0 Bg. day night



Sc. 1 CONT Pnl. P Bg. day night



Dialog:
Action:
Timing:

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# ADVENTURE TIME



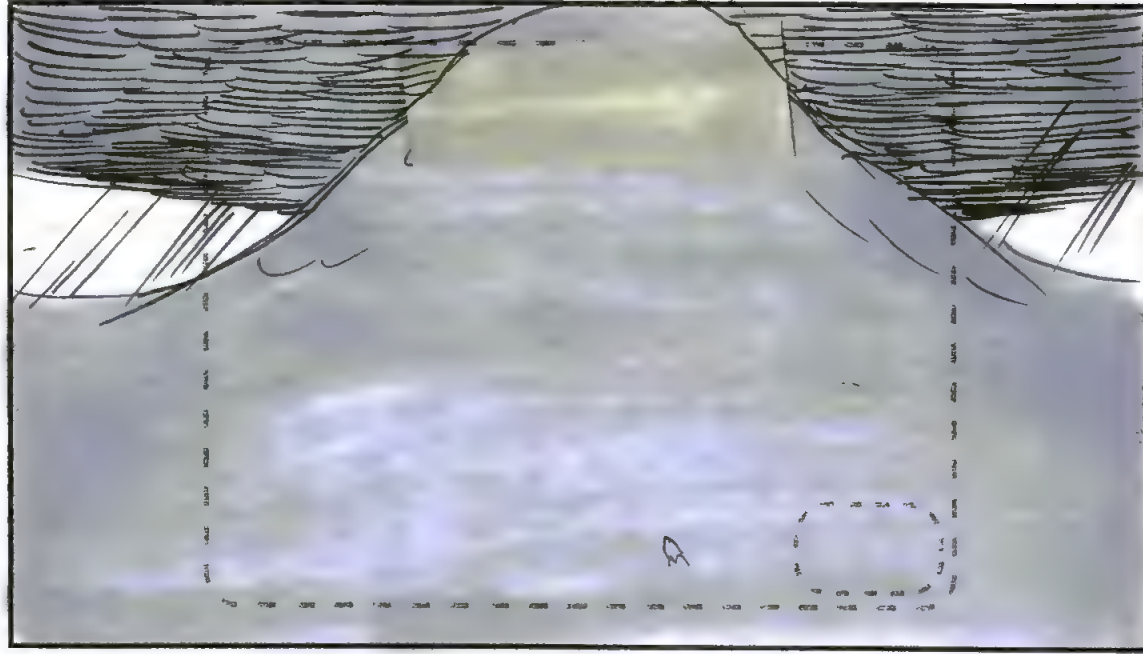
Page 9

Sc. 1 CONT

Pnl. Q

Bg.

day night

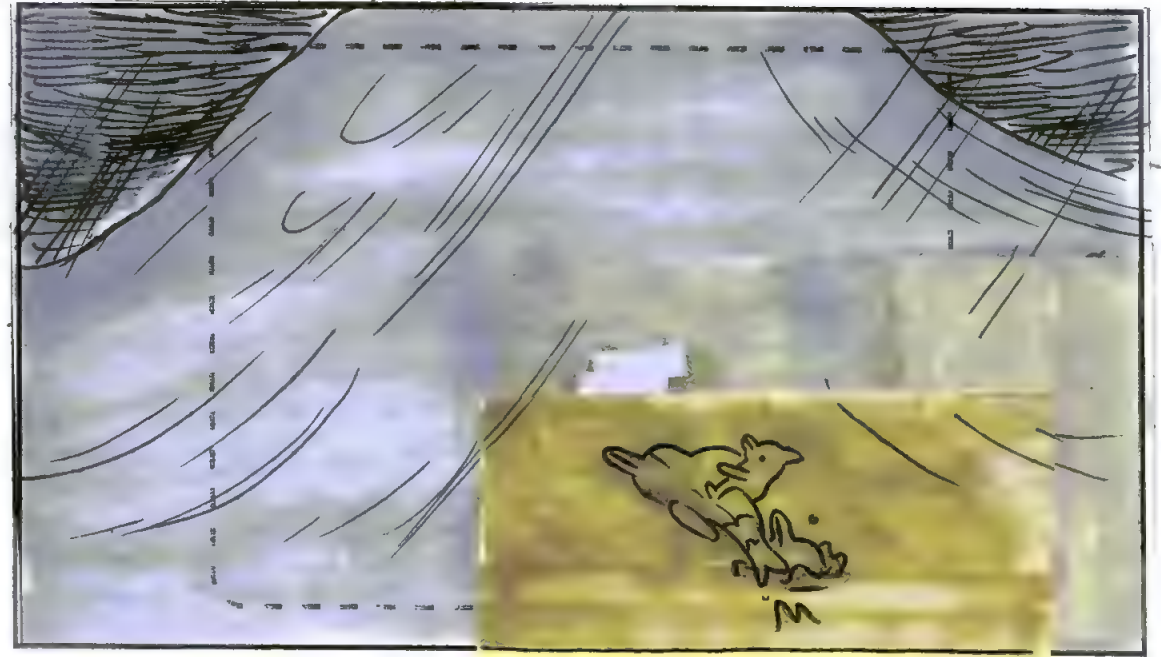


Sc. 1 CONT

Pnl. R

Bg.

day night



Dialog:

Action:

Timing:



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EPISODE #

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Production:

1042/000



# ADVENTURE TIME



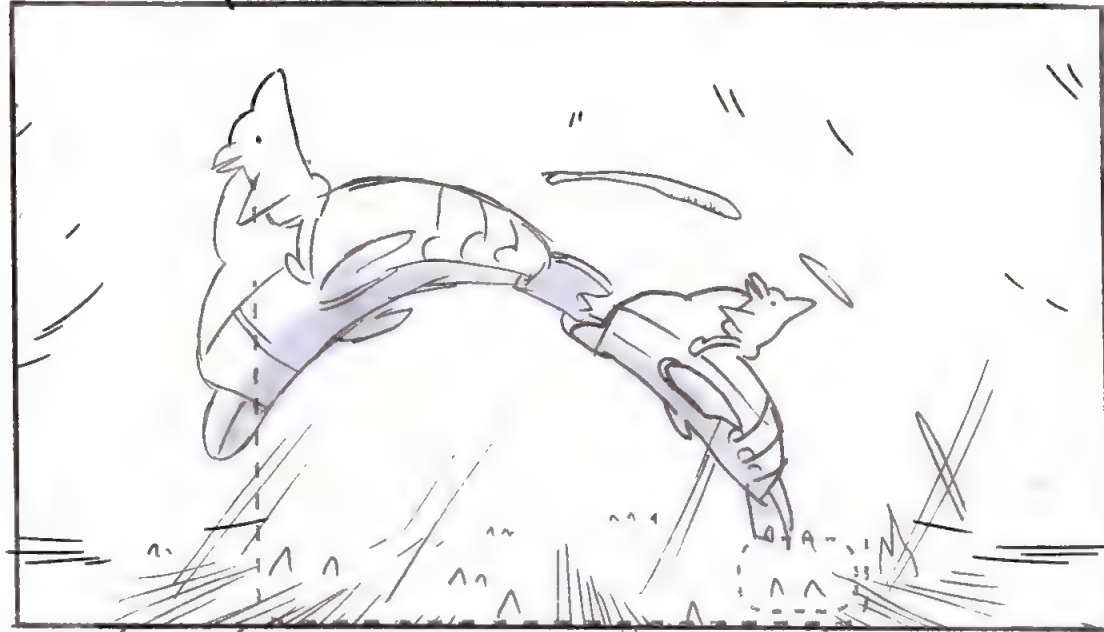
Page 10

Sc. 1 **CONT**

Pnl. S

Bg.

day night

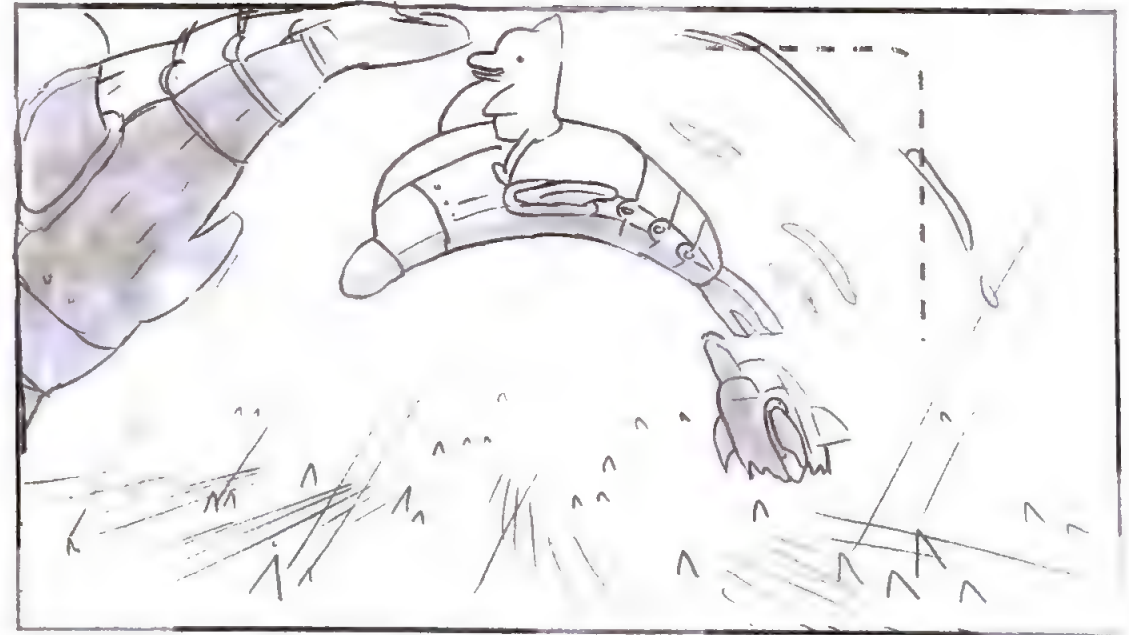


Sc. 1 **CONT**

Pnl. T

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

10A NEXT

EPISODE #

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Production:

1042/000

1042/000

# ADVENTURE TIME



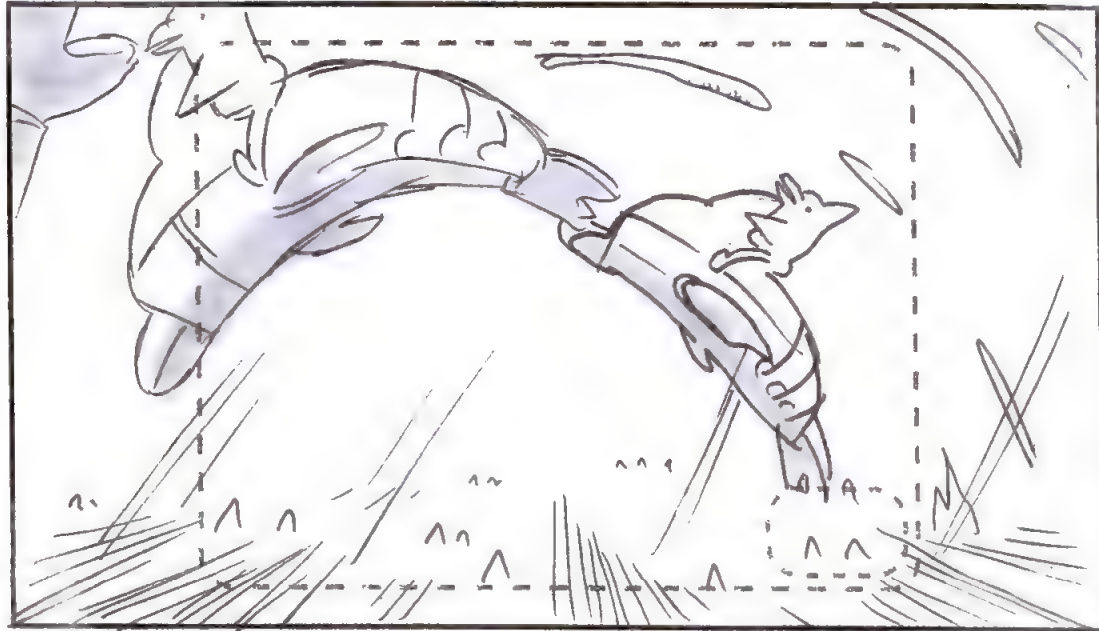
Page 10A

Sc. 1 **CONT**

Pnl. U

Bg.

day night

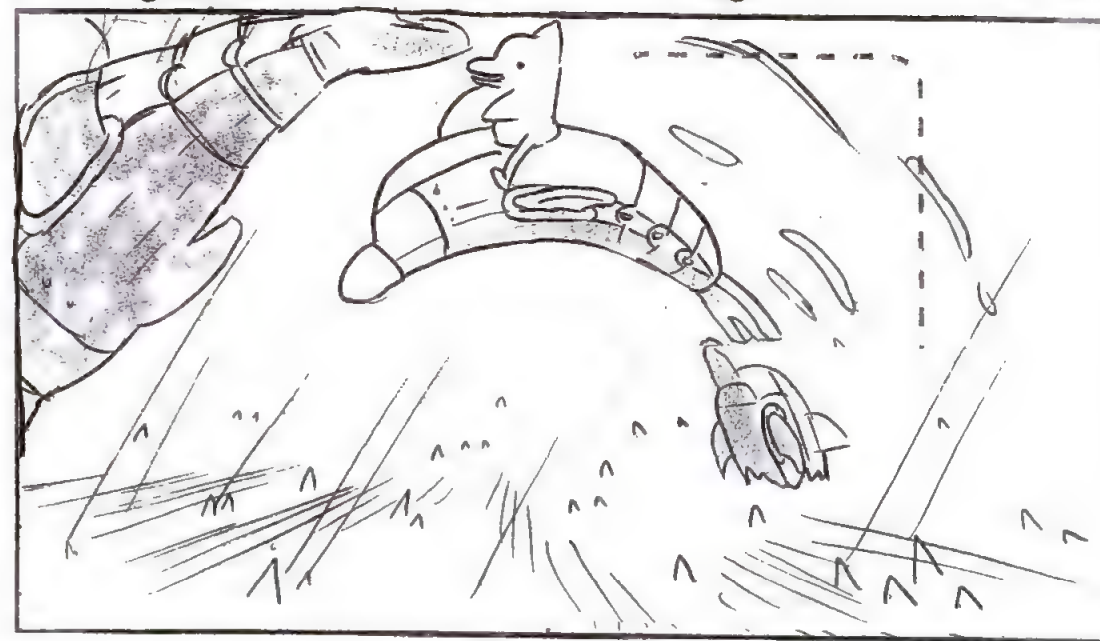


Sc. 1 **CONT**

Pnl. V

Bg.

day night



11 NEXT

Dialog:

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

1042/000



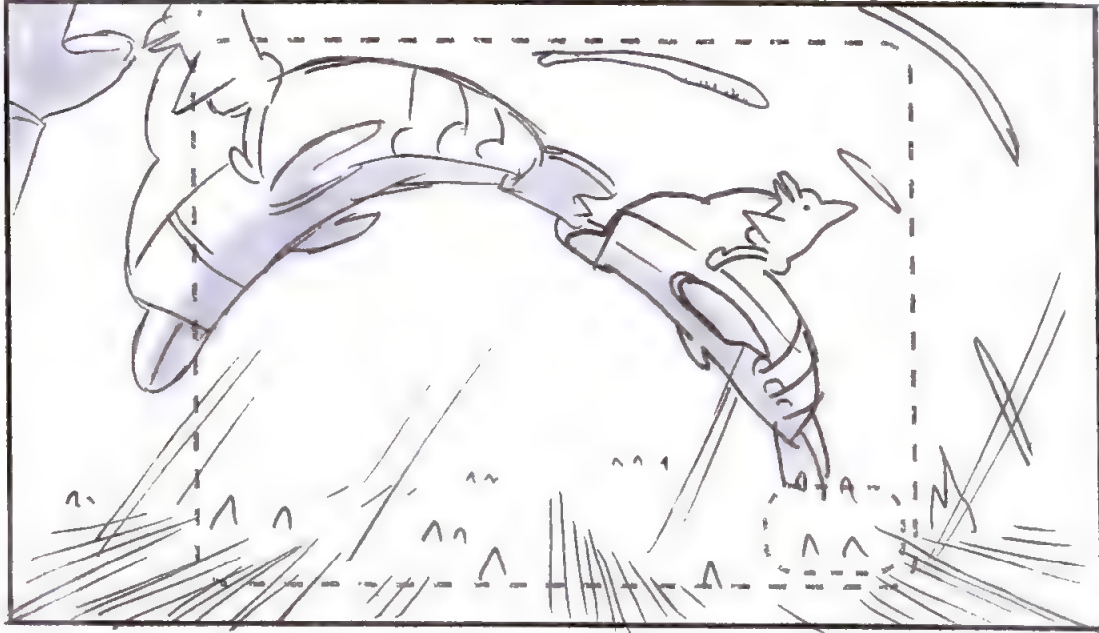
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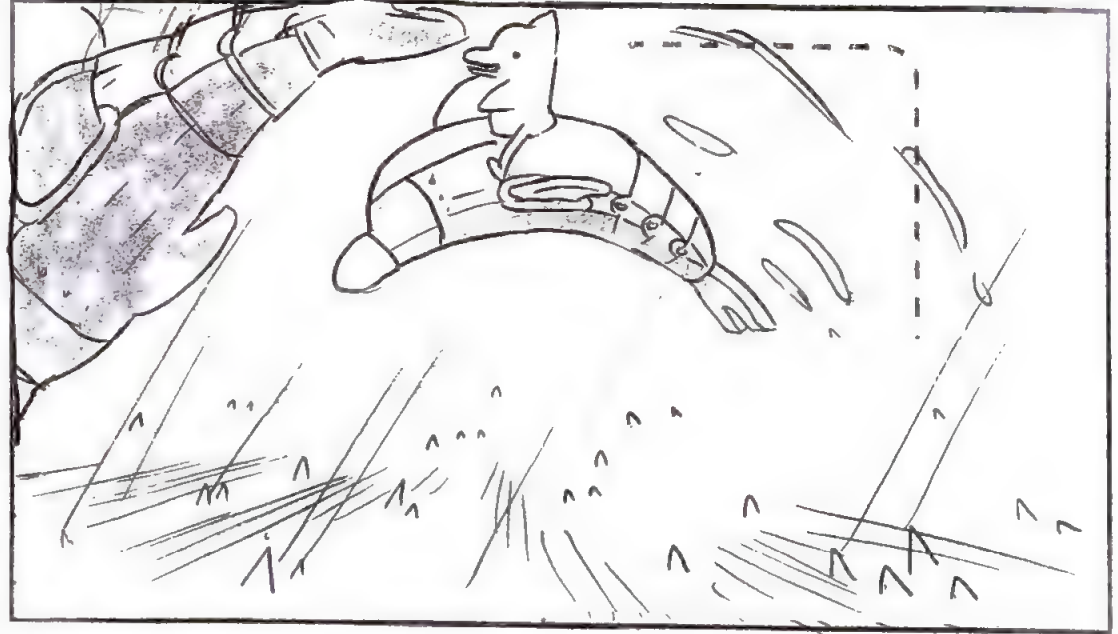
# ADVENTURE TIME



Sc. | **CONT** Pnl. **W** Bg. day night



Sc. | **CONT** Pnl. **X** Bg. day night



Dialog:

Action:

Timing:

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Production:

Page 11  
No PG-11A  
day night

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# ADVENTURE TIME



Sc. 1 Pnl. Bg. day night

Sc. 1 CONT Pnl. Y Bg. day night

Dialog:
Action:
Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

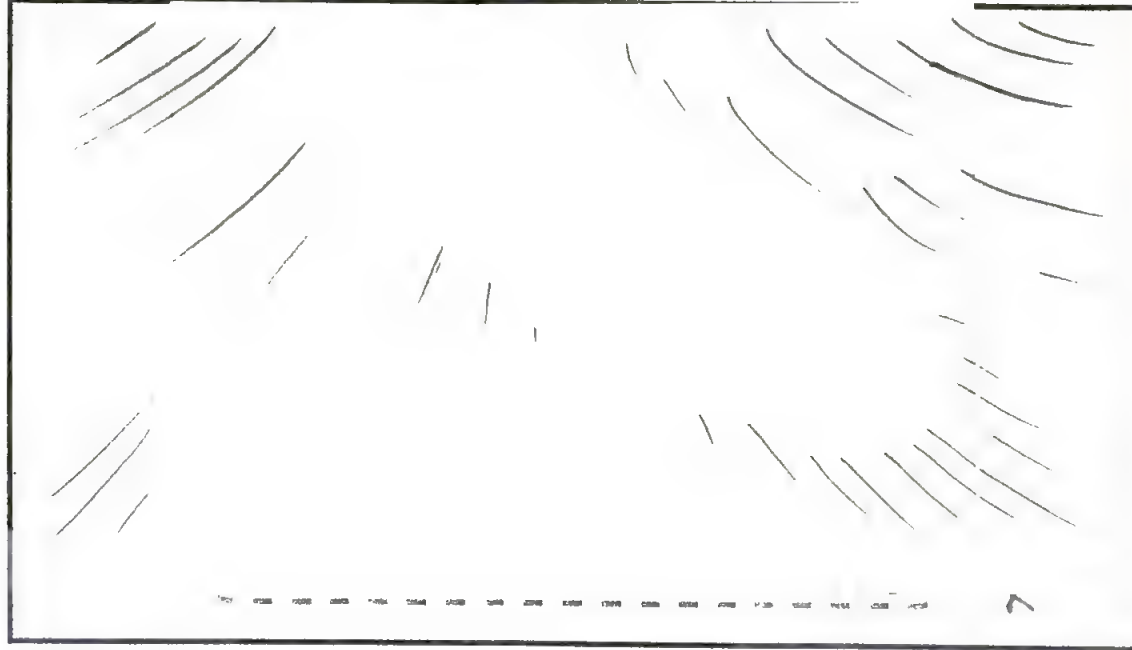


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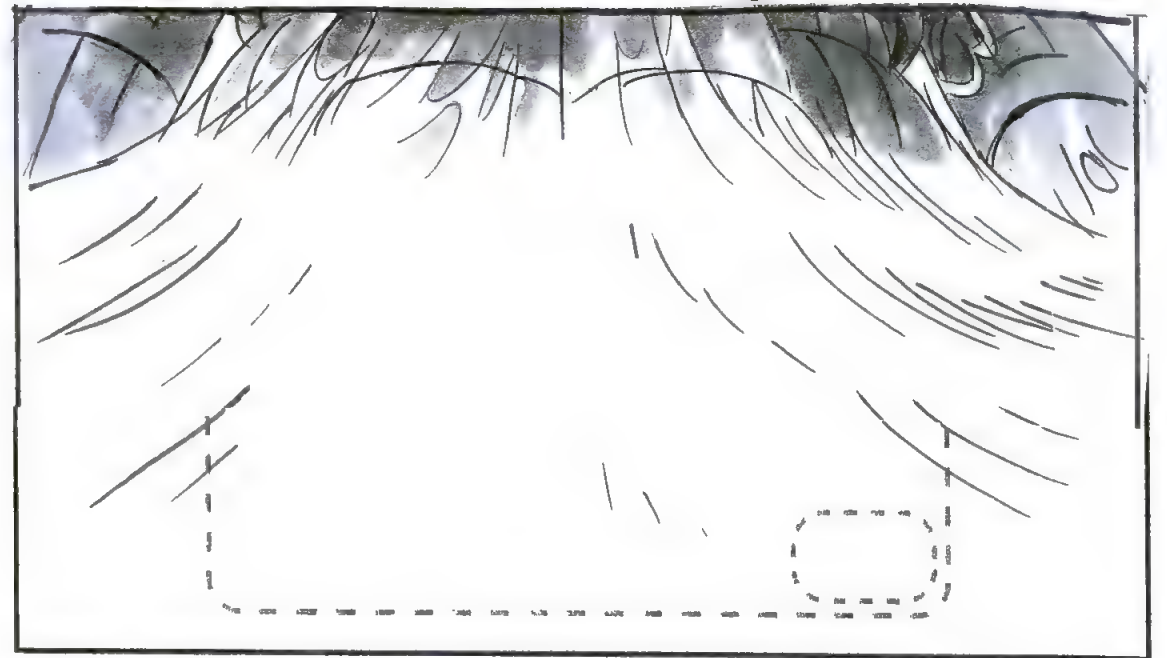


Page 12

Sc. 1 CONT Pnl. Y1 Bg. day night



Sc. 1 CONT Pnl. Y2 Bg. day night



Dialog:

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

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# ADVENTURE TIME

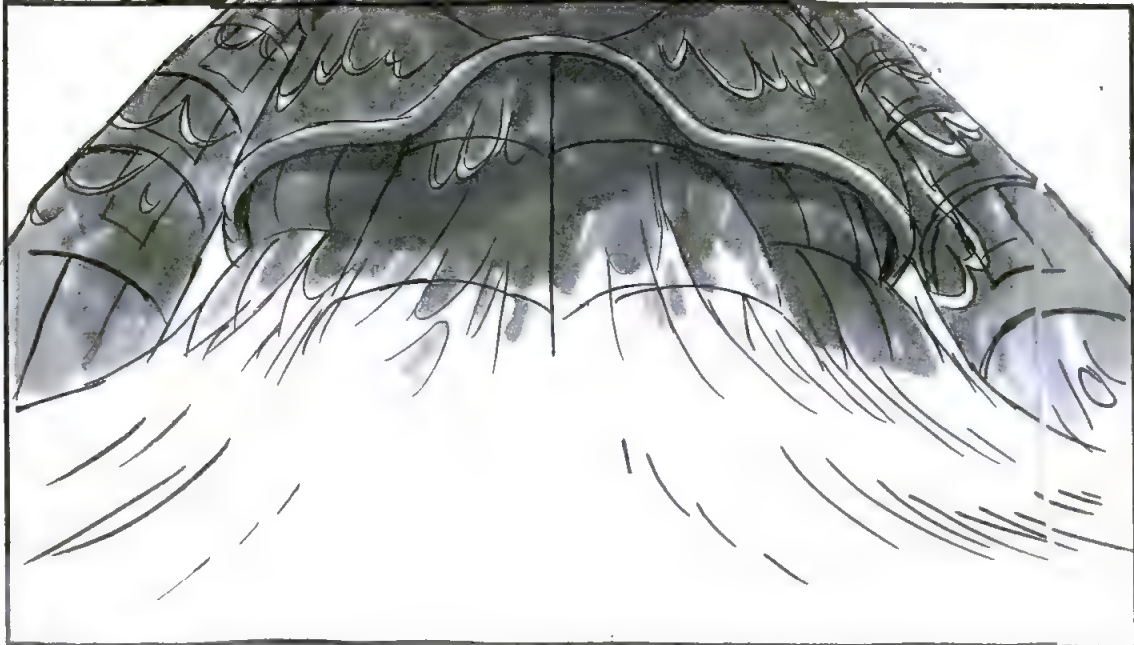


Sc. 1 **CONT**

Pnl. **Y3**

Bg.

day night

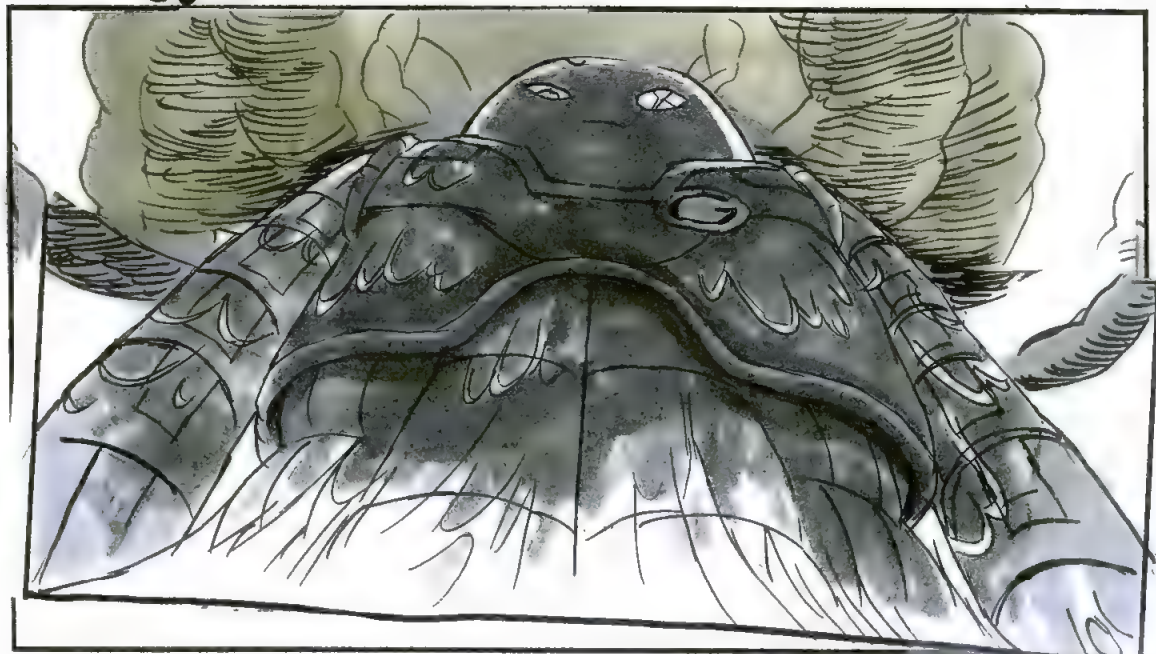


Sc. 1 **CONT**

Pnl. **Z**

Bg.

day night



Dialog:	
Action:	
Timing:	IF THIS IS TOO MUCH OF A SPOILER WE COULD KEEP IT EITHER REALLY DARK OR COVERED WITH WATER



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Sc. 1 CONT

Pnl. AA

Bg.

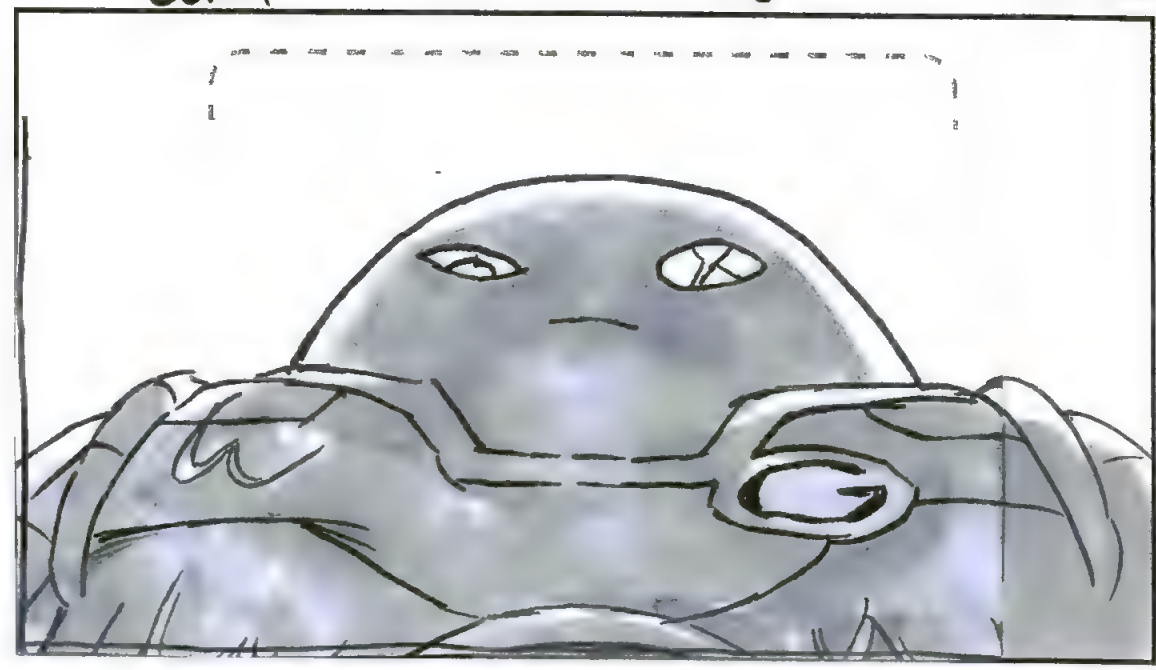
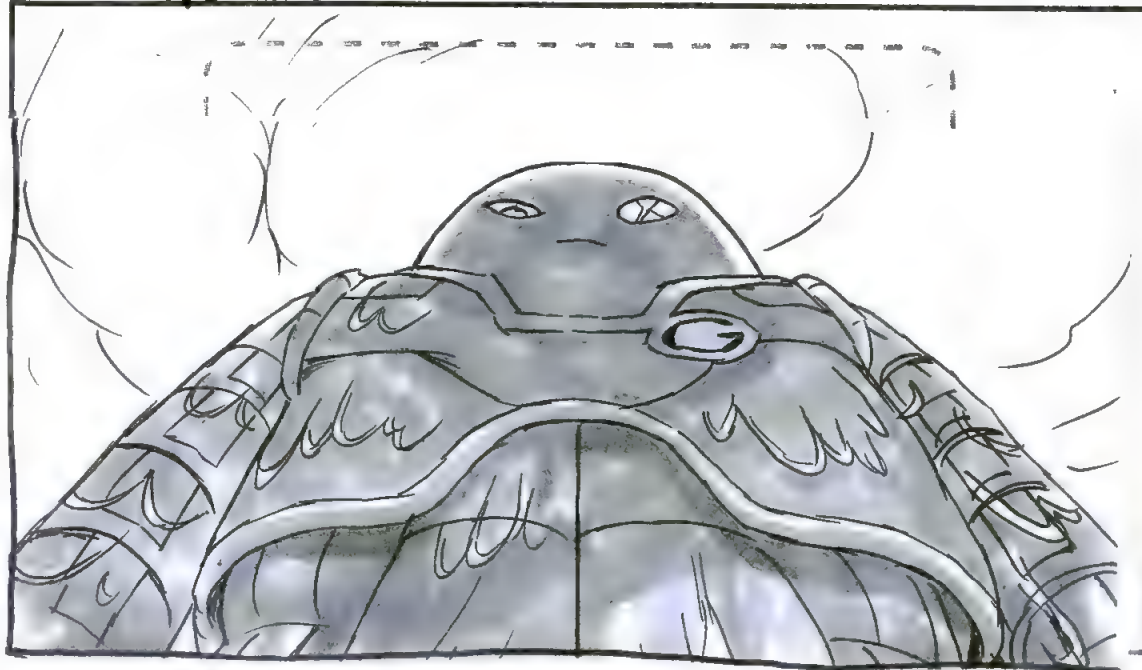
day night

Sc. 1 CONT

Pnl. BB

Bg.

day night



Dialog:
Action:
Timing:

SEP 16 2016

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1042/000  
Production:

1042/000

# ADVENTURE TIME



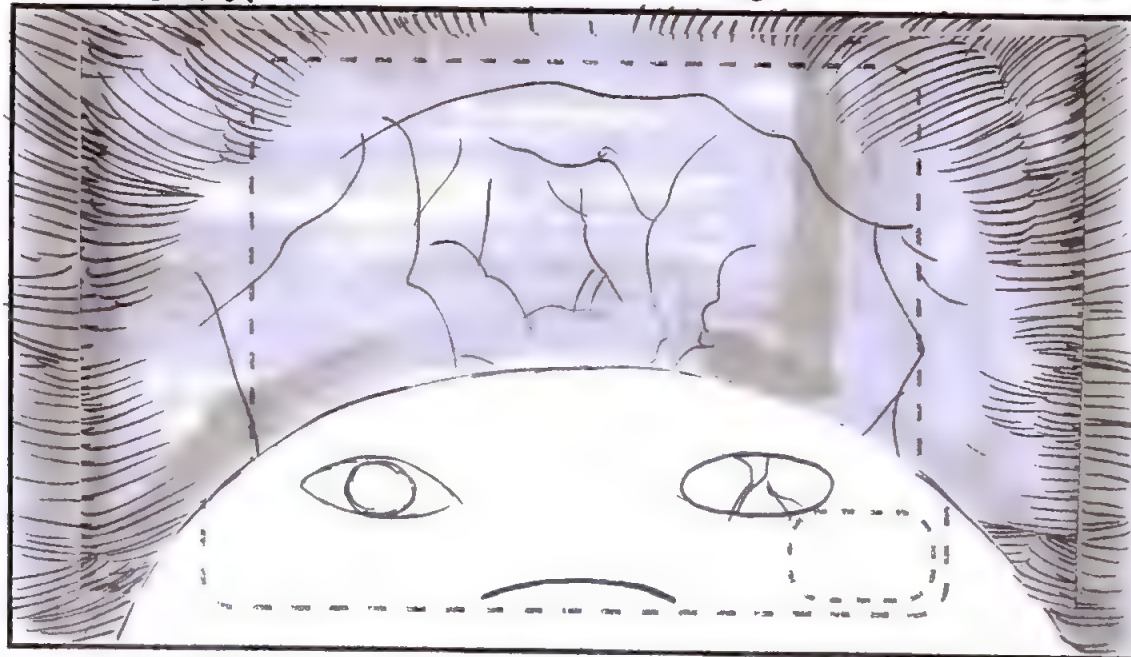
Page 15  
day night 15A NEXT

Sc. 1 CONT

Pnl. CC

Bg.

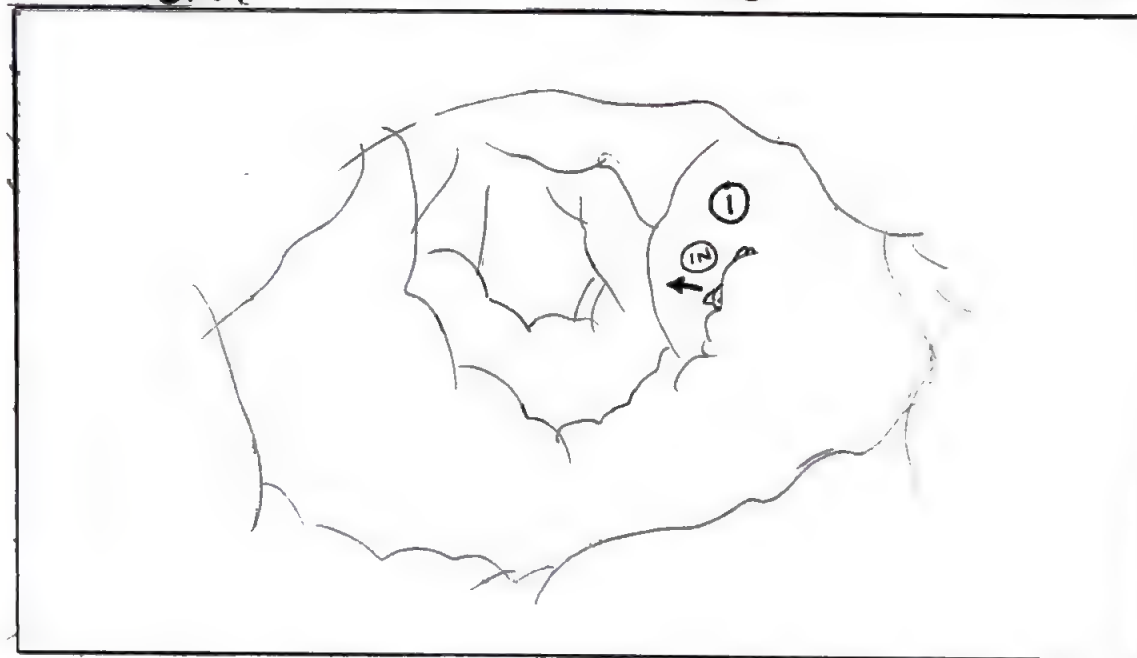
day night



Sc. 1 CONT

Pnl. DD

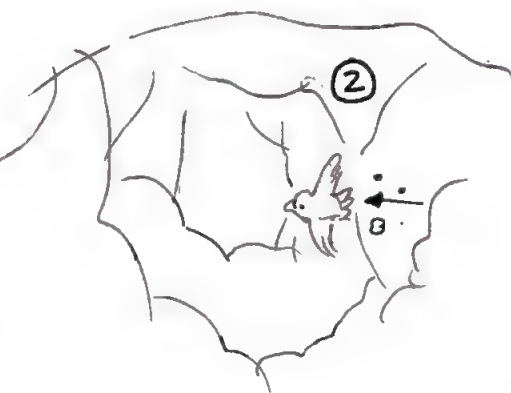
Bg.



Dialog:

Action:

Timing:



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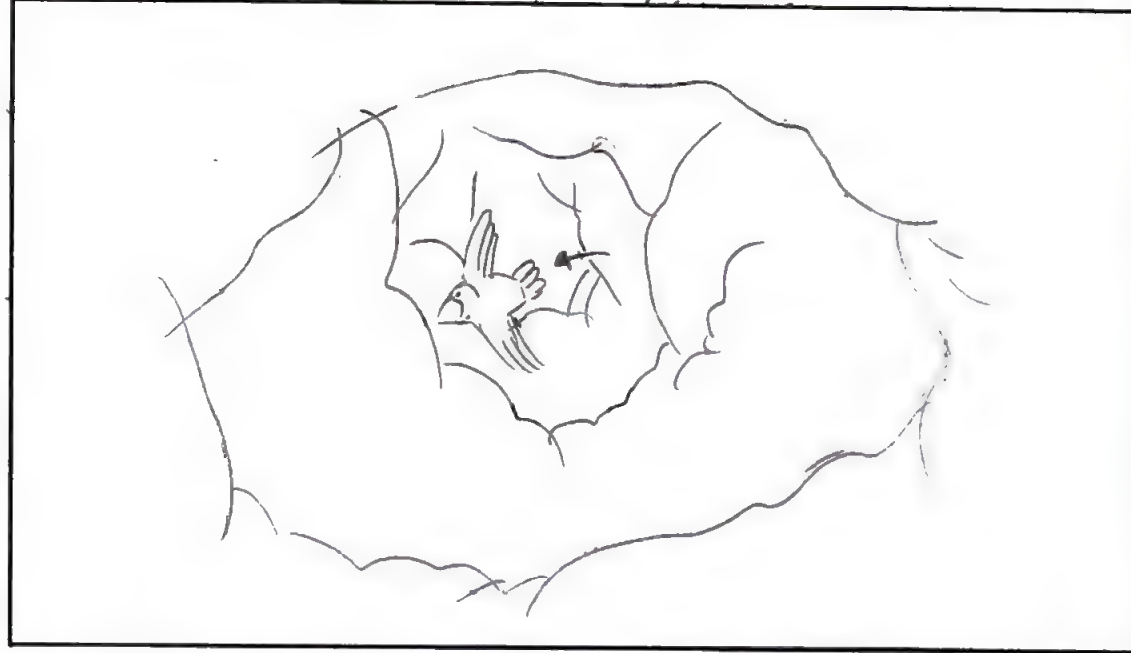


Sc. 1 **CONT**

Pnl. DDA

Bg.

day night



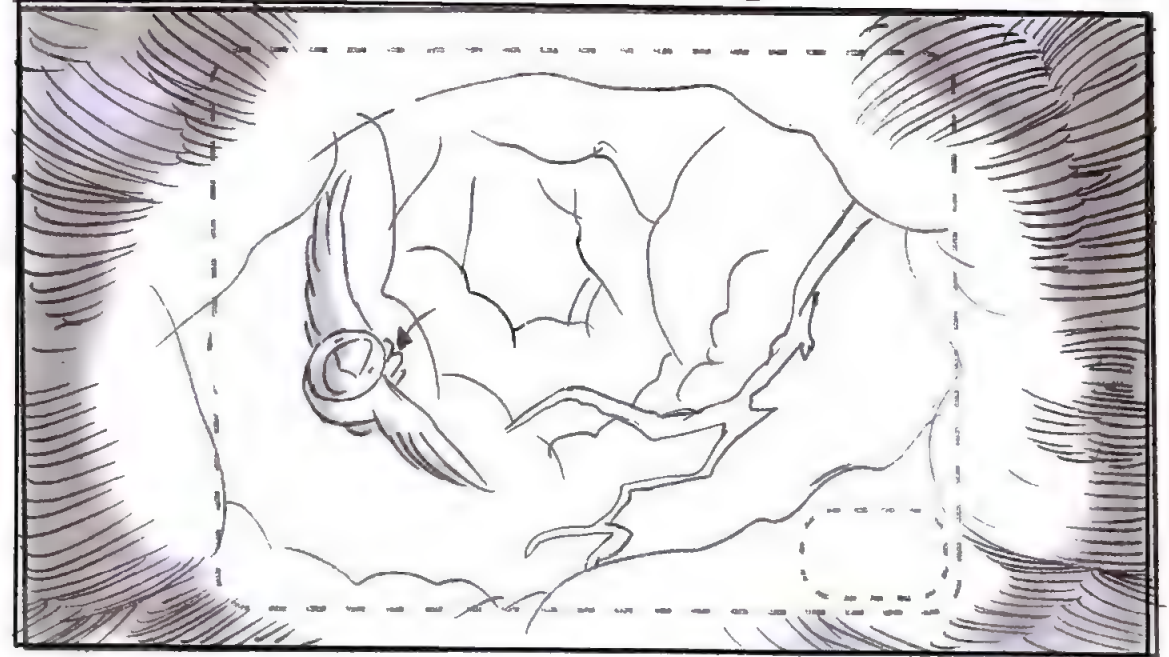
Sc. 1 **CONT**

Pnl. DD B

Bg.

Page 15 A  
day night

16 NEXT



Dialog:

Action:

LIGHTNING FLASH

Timing:

SEP 16 2016

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EPISODE # 1042/000

Production:

# ADVENTURE TIME



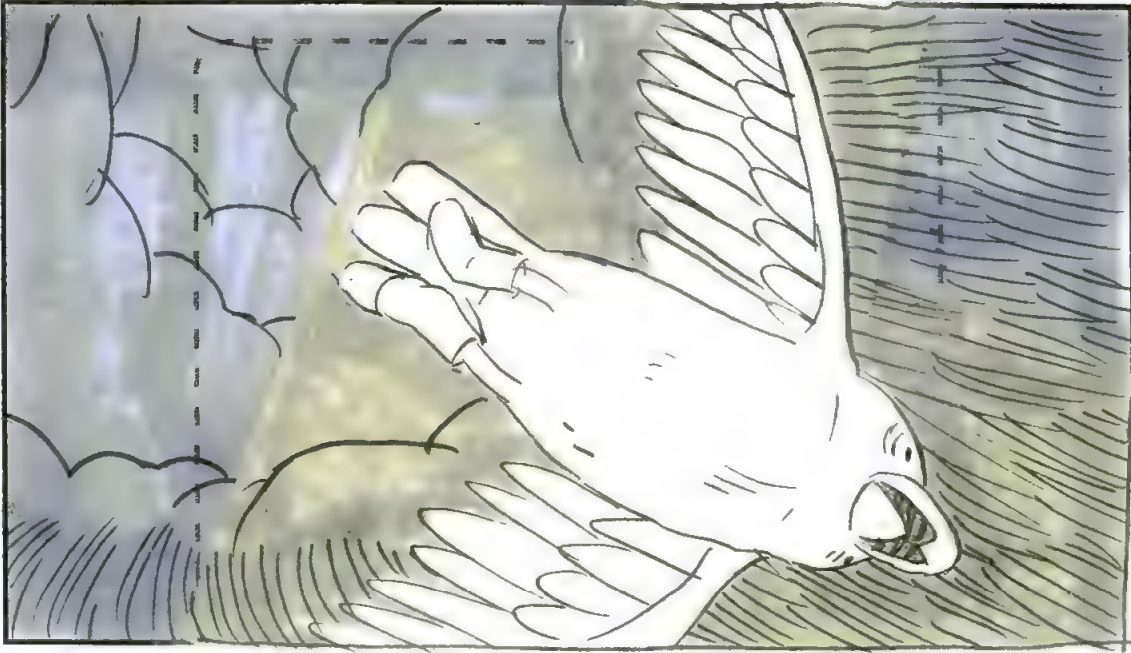
Page 16  
**16A-NEXT**  
day night

Sc. 1 CONT

Pnl. EE

Bg

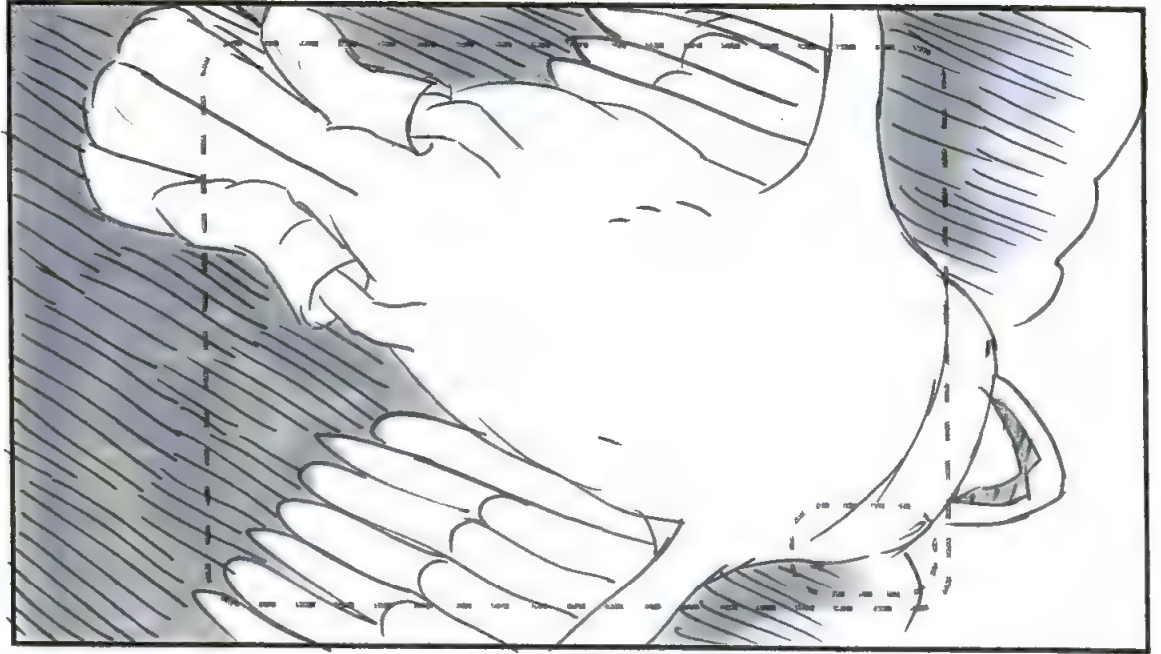
day night



Sc. 1 CONT

Pnl. FF

Bg.



Dialog:

Action:

Timing:

SEP 16 2016

EPISODE #  
1042/000

Production:

1042/000



# ADVENTURE TIME



Page 16A  
**17. NEXT**  
day night

Sc. 1 **CONT**

Pnl. 66

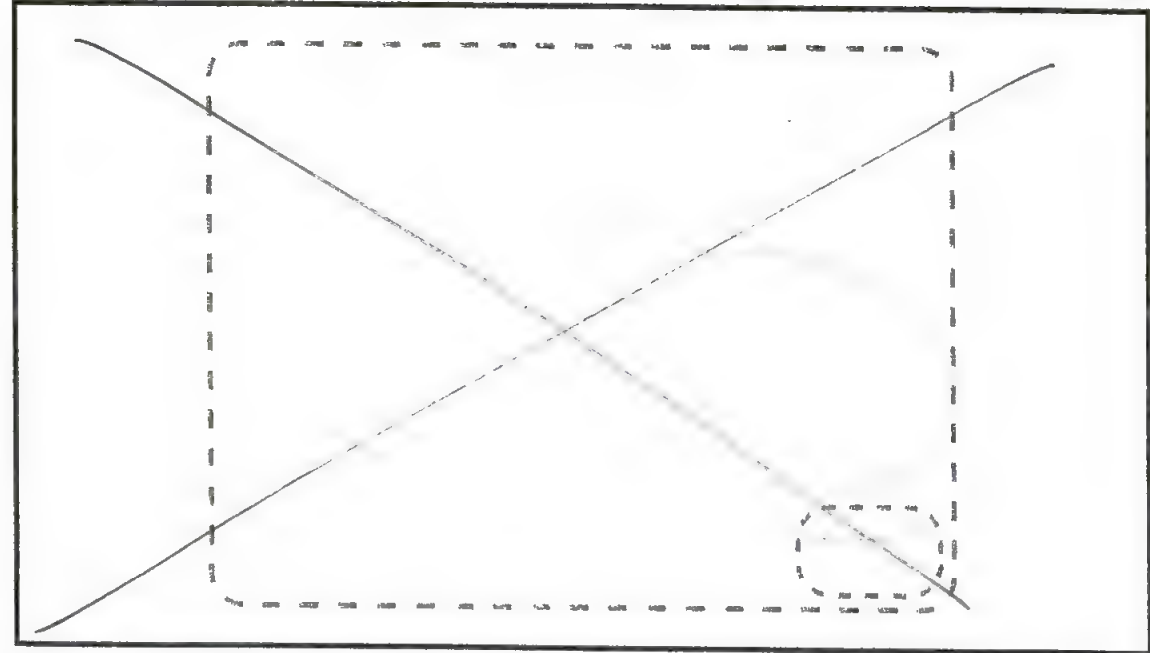
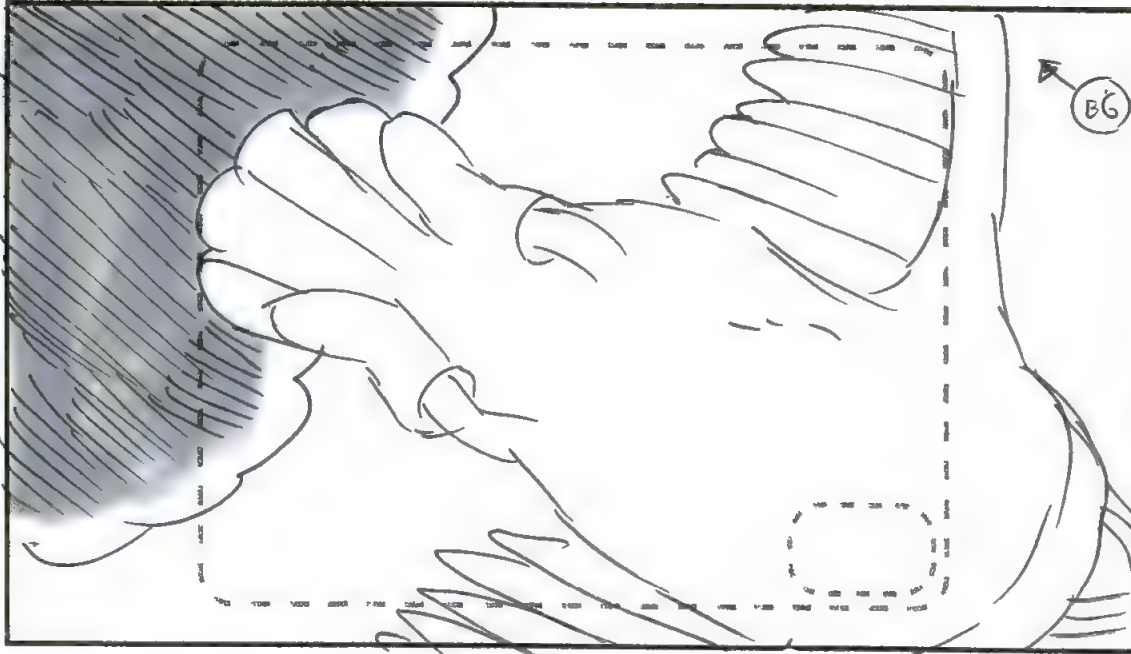
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

SEP 1 6 2016

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Production:

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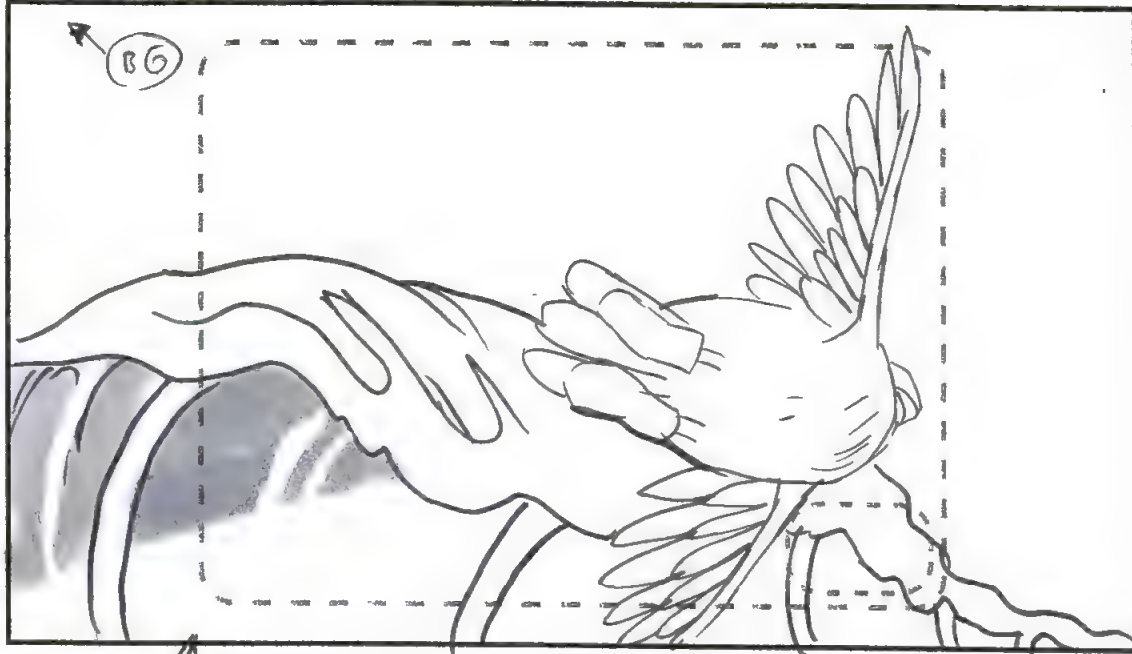
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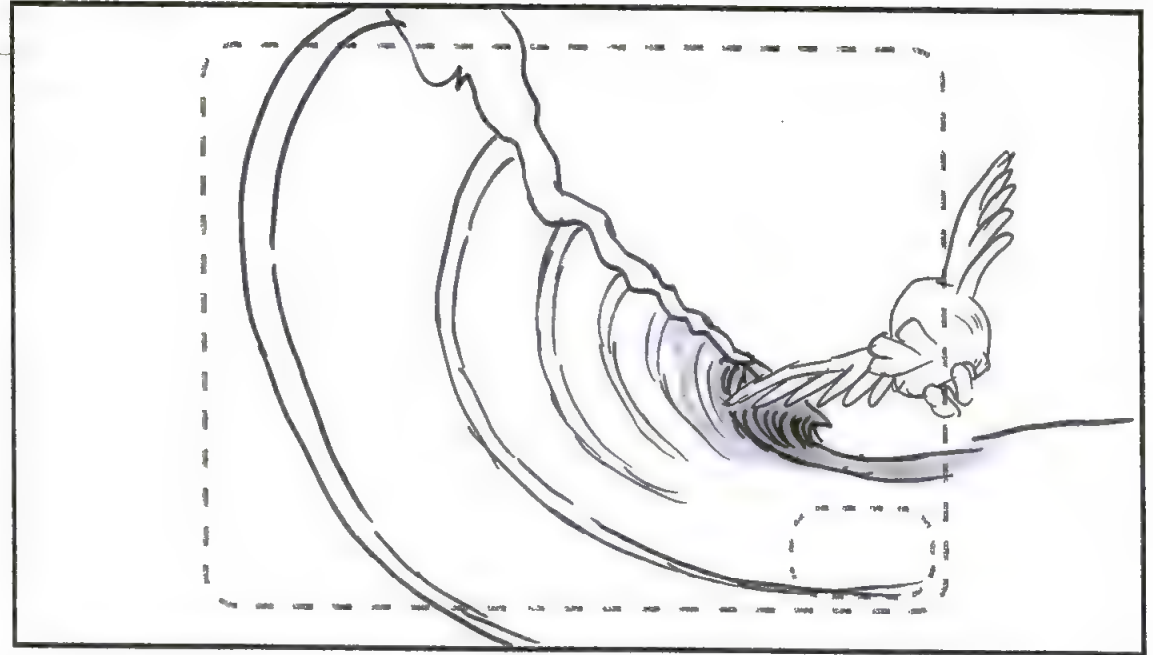


Page 17

Sc. 1 CONT Pnl. HH Bg.            day night



Sc. 1 CONT Pnl. II Bg.            day night



Dialog:

THIS WAVE DOESN'T HAVE  
TO MOVE - IT'S JUST PART OF  
THE BARREL B6

Action:

Timing:

SEP 16 2016

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Production:

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ADVENTURE TIME

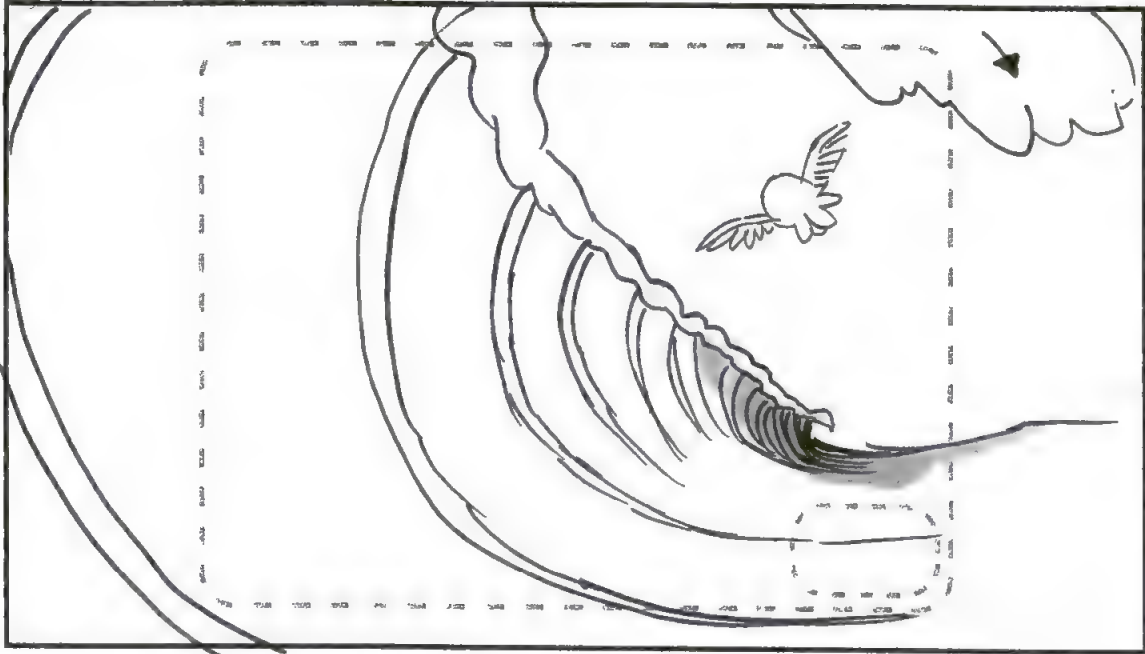


Sc. 1 CONT

Pnl. JJ

Bg.

day night

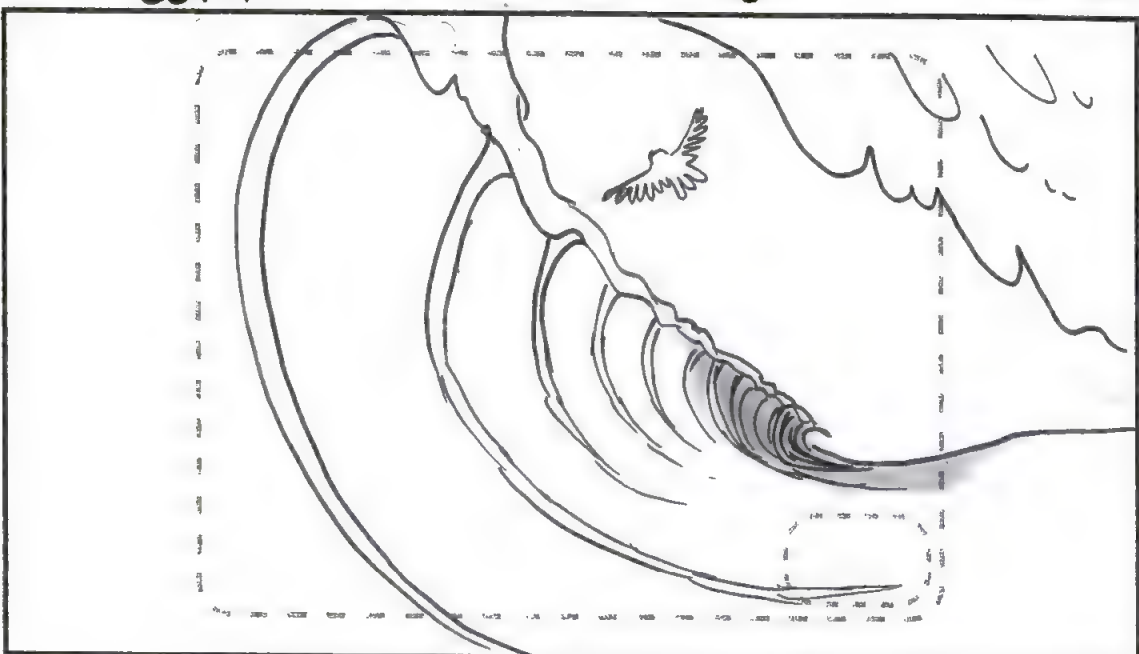


Sc. 1 CONT

Pnl. KK

Bg.

day night



Dialog:
Action:
Timing:

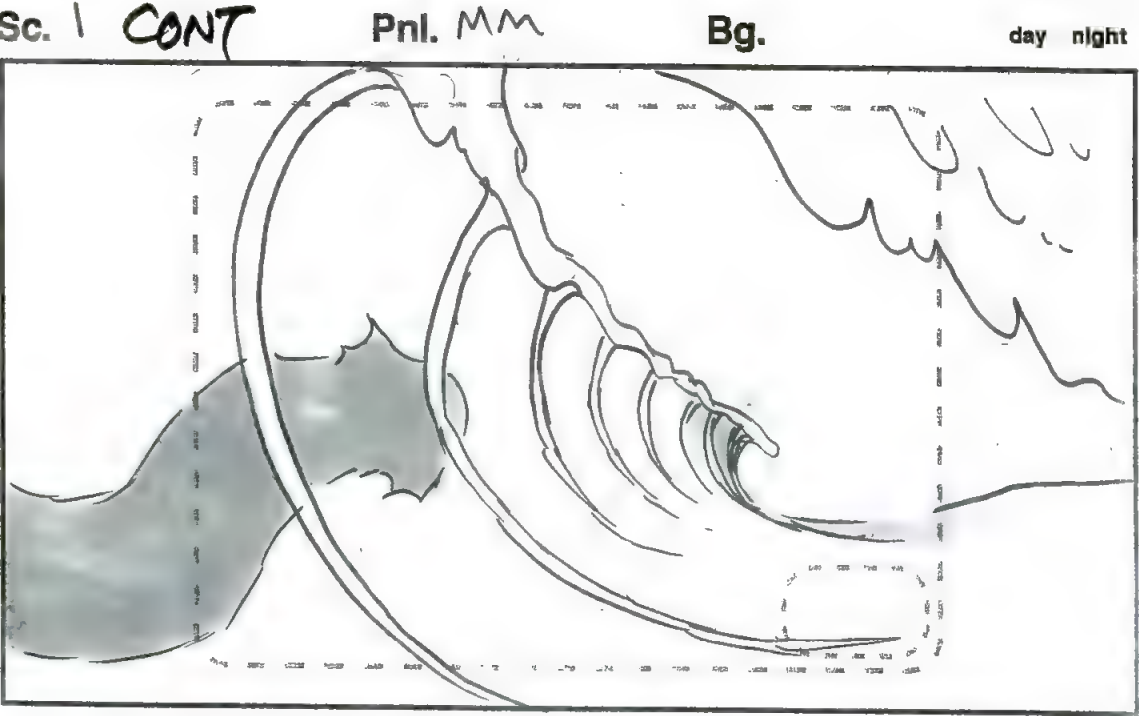
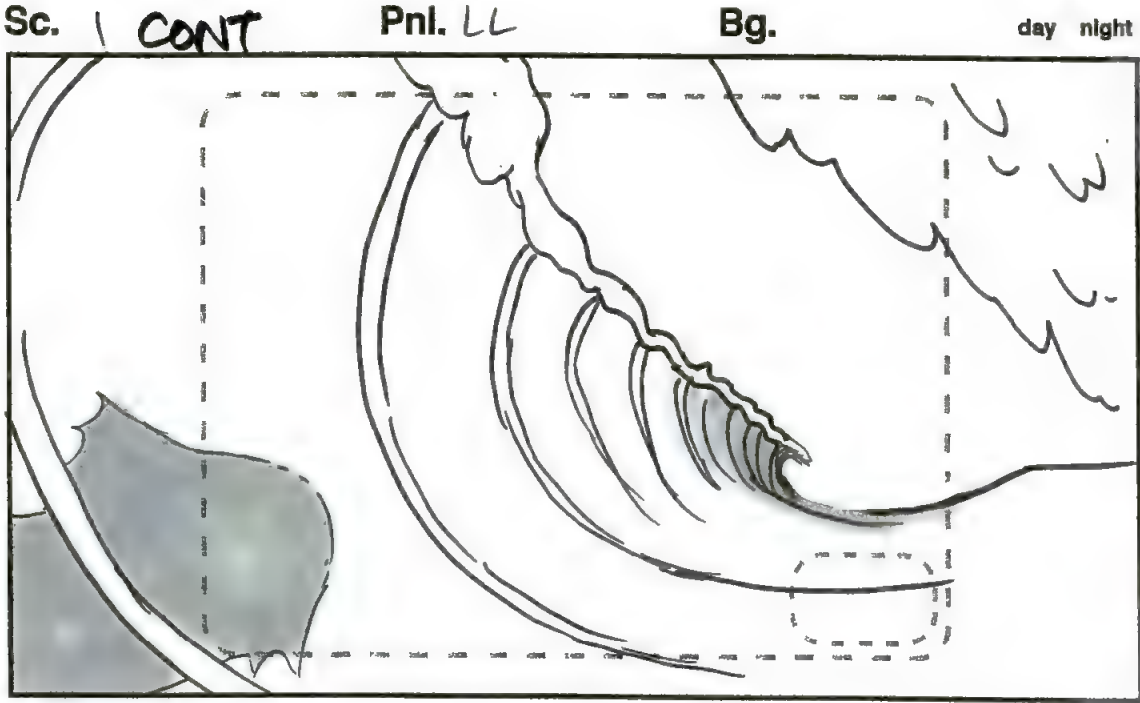
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Production:

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ADVENTURE TIME



Dialog:
Action:
Timing:

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Production:

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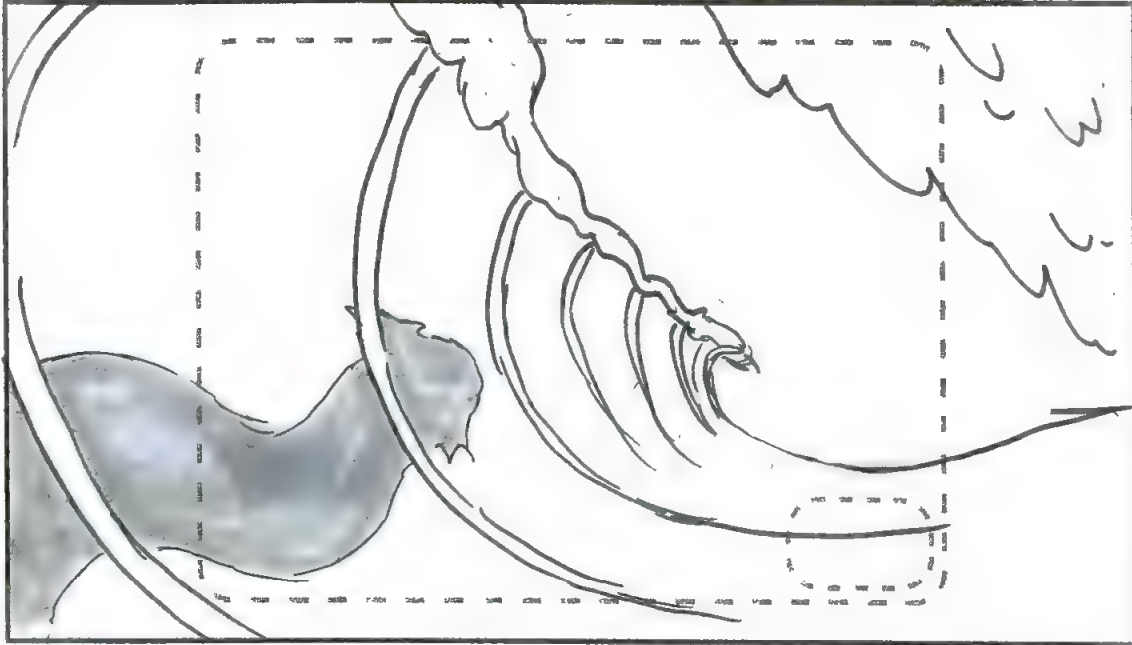


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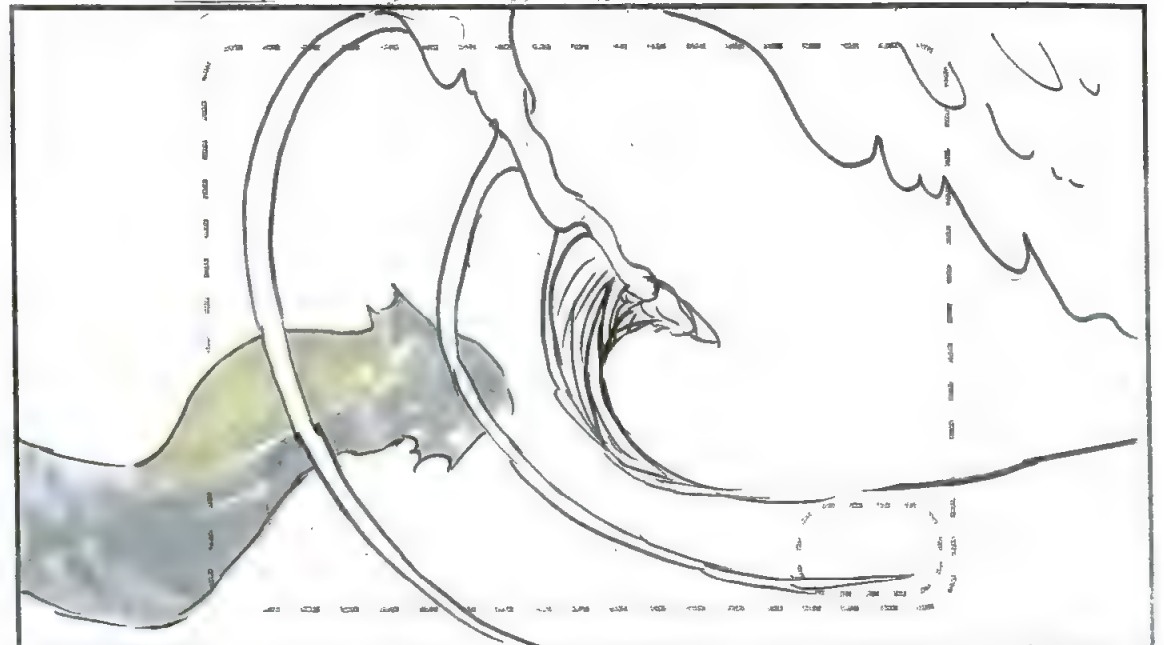


Page 20

Sc. 1 CONT Pnl. NN Bg. day night



Sc. 1 CONT Pnl. 00 Bg. day night



Dialog:

Action:

Timing:

SEP 16 2016

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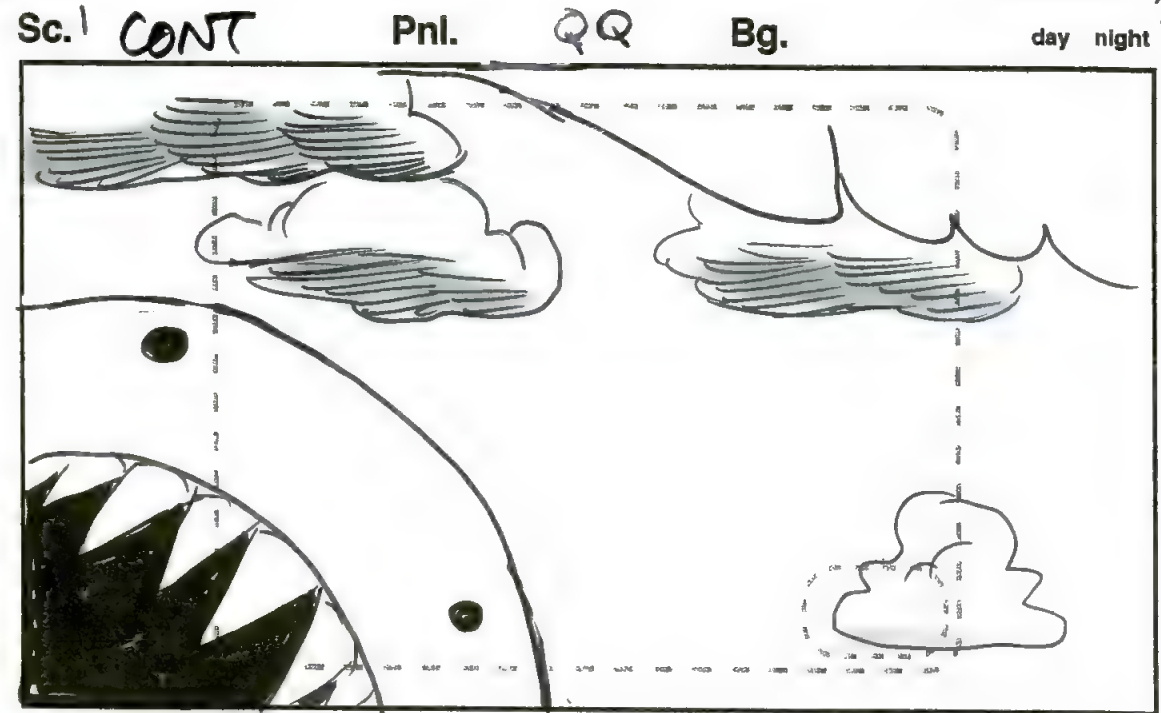
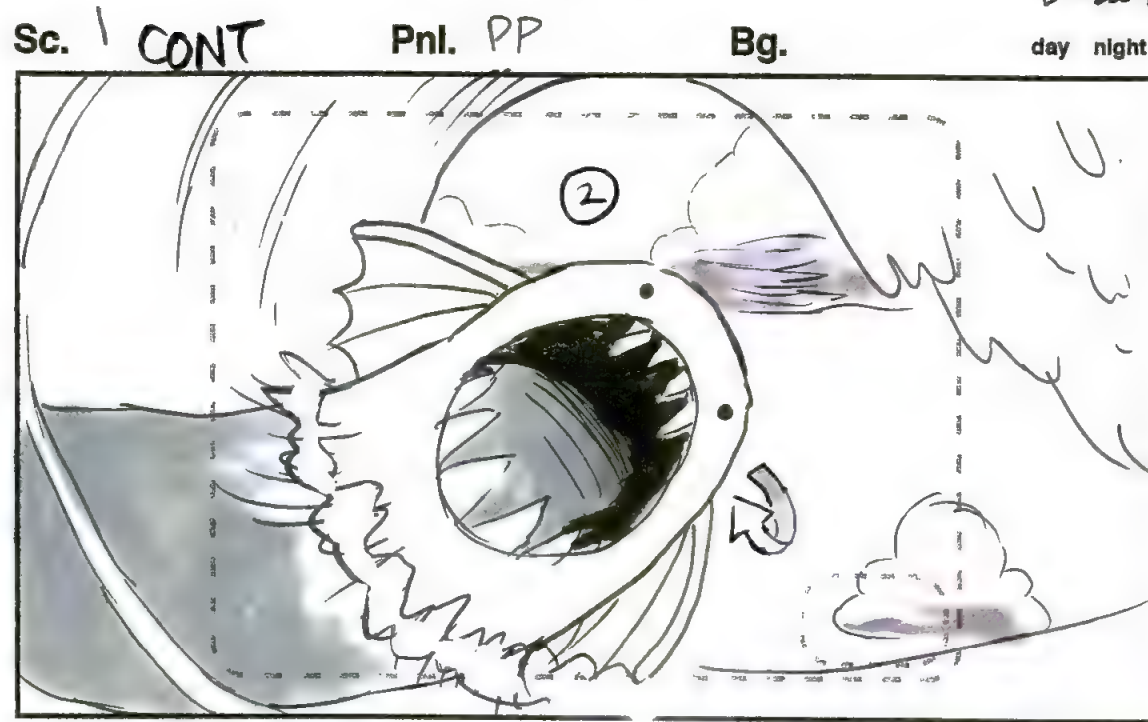
Production:

1042/000

# ADVENTURE TIME



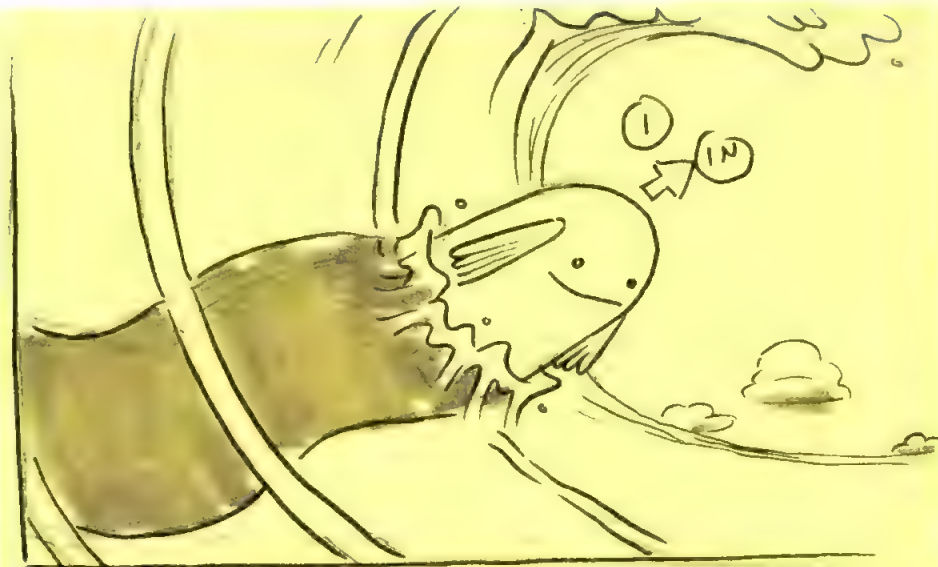
Page 21  
21 ANEXT



Dialog:

Action:

Timing:



SEP 1 6 2016

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1042/000  
Production:

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# ADVENTURE TIME

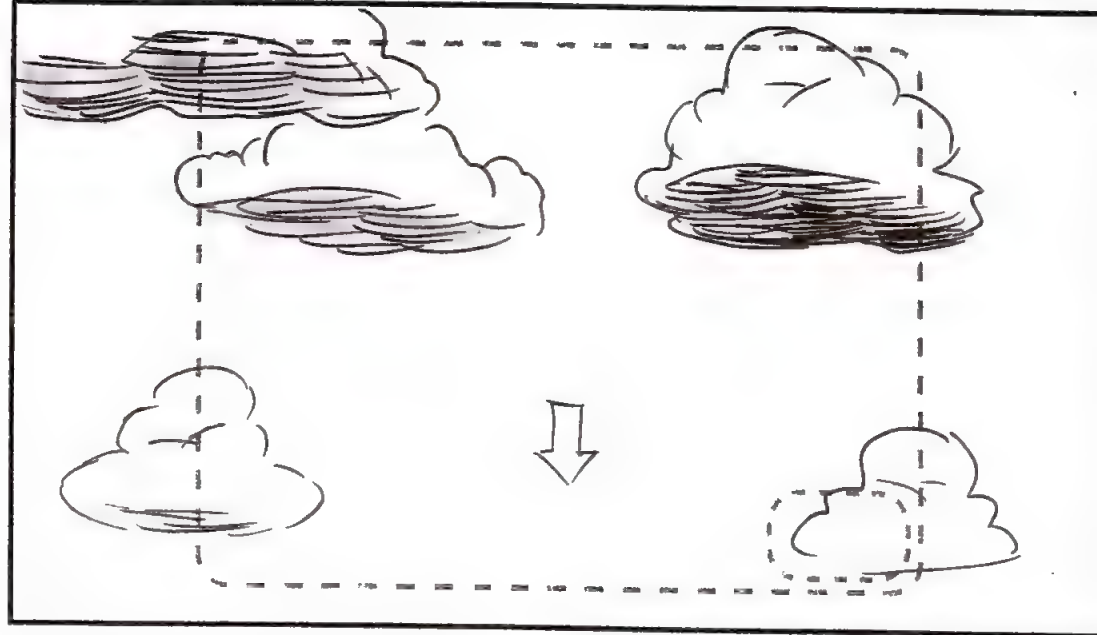


Sc. 1 CONT

Pnl. RR

Bg.

day night



Sc. 1 CONT

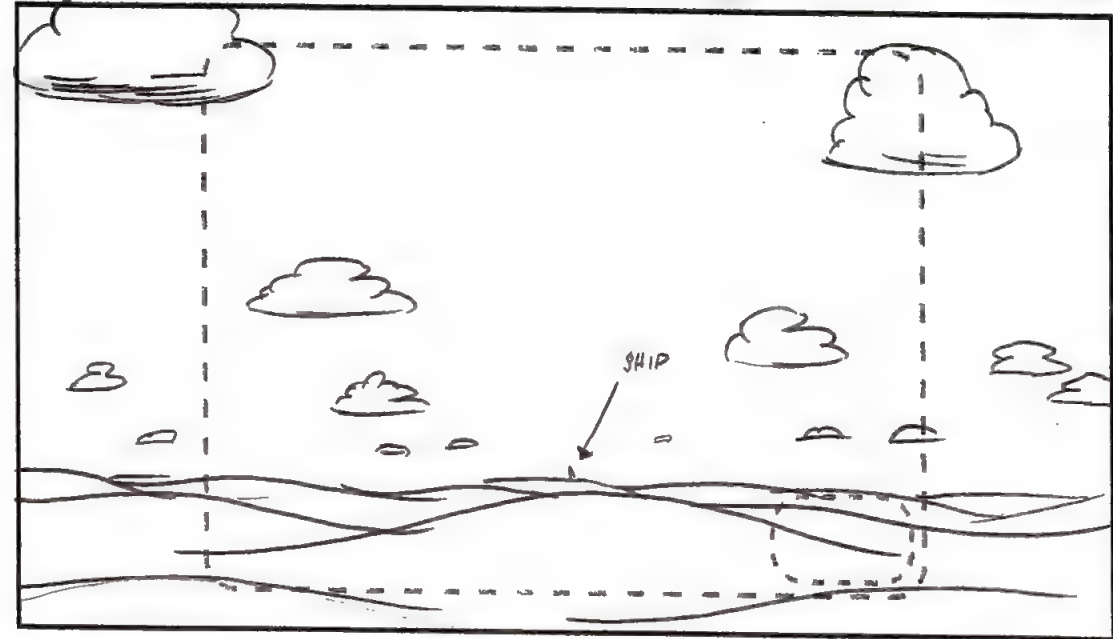
Pnl. SS

Bg.

Page 21A

22 NEXT

day night



Dialog:

Action:

Timing:

SEP 16 2016

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Production:

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# ADVENTURE TIME



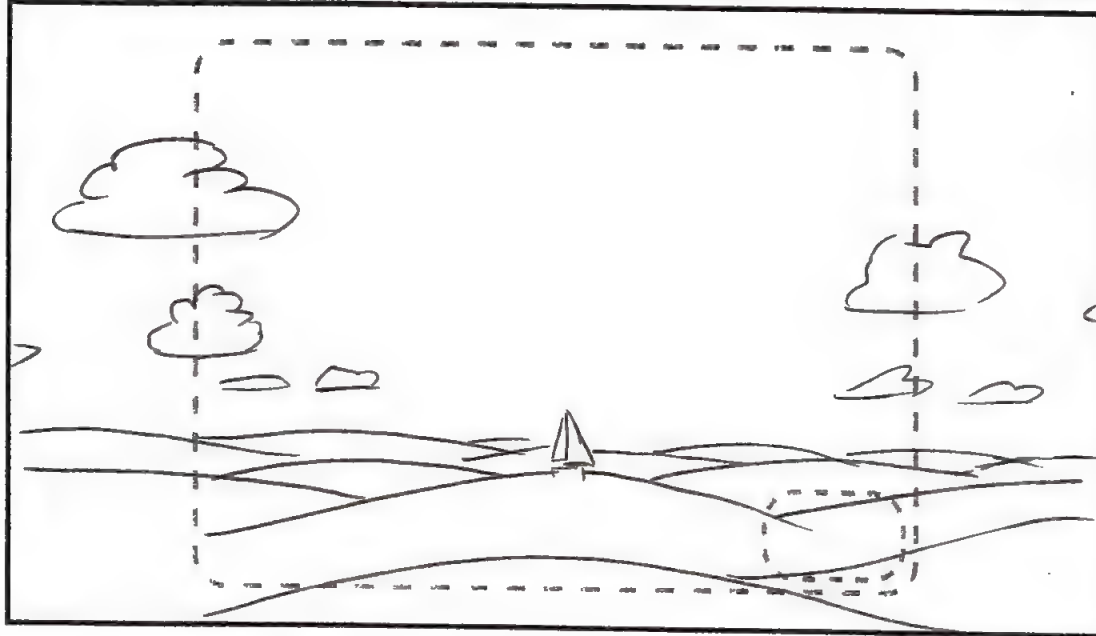
Page 22

Sc. 1 CONT

Pnl. TT

Bg.

day night

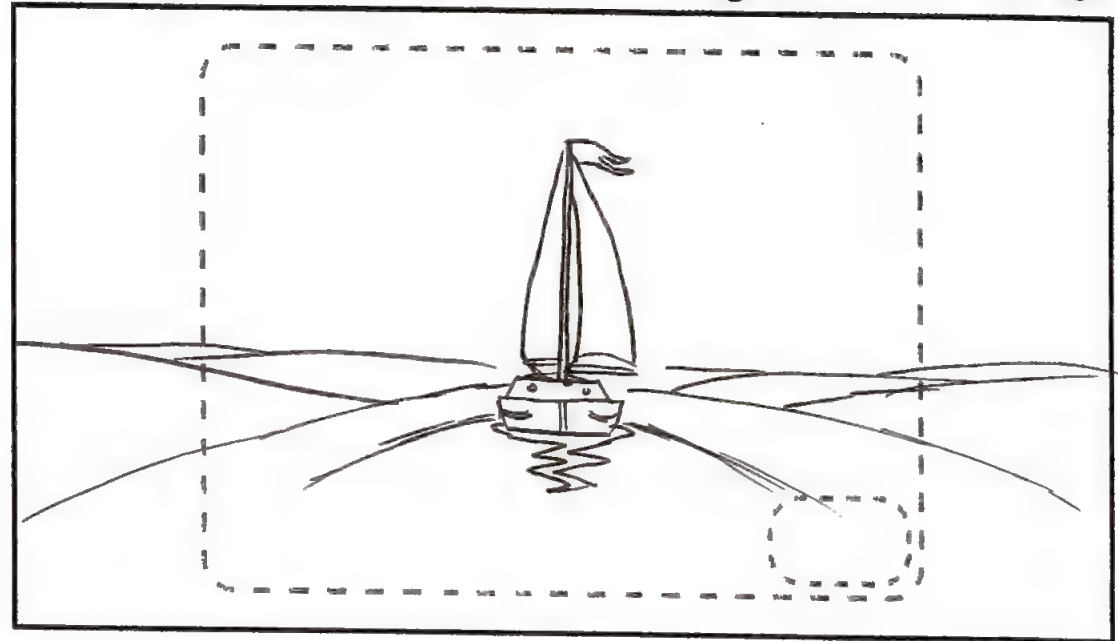


Sc. 1 CONT

Pnl. UU

Bg.

day night



Dialog:

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000

1042/000



# ADVENTURE TIME



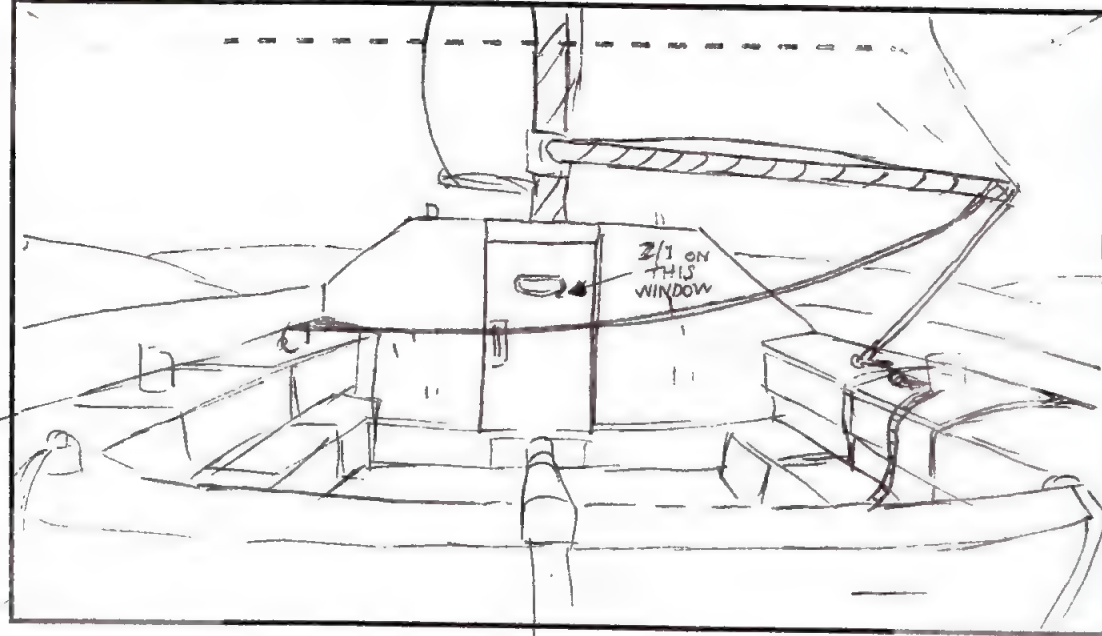
Page 23

Sc. 1 **CONT**

Pnl. VV

Bg.

day night



Sc. 1 **CONT**

Pnl. WW

Bg.

day night



Dialog:

Action:

Timing:

SEP 1 6 2016

EPISODE #

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Production:

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# ADVENTURE TIME



Page 24

Sc. 1 **CONT**

Pnl. XX

Bg.

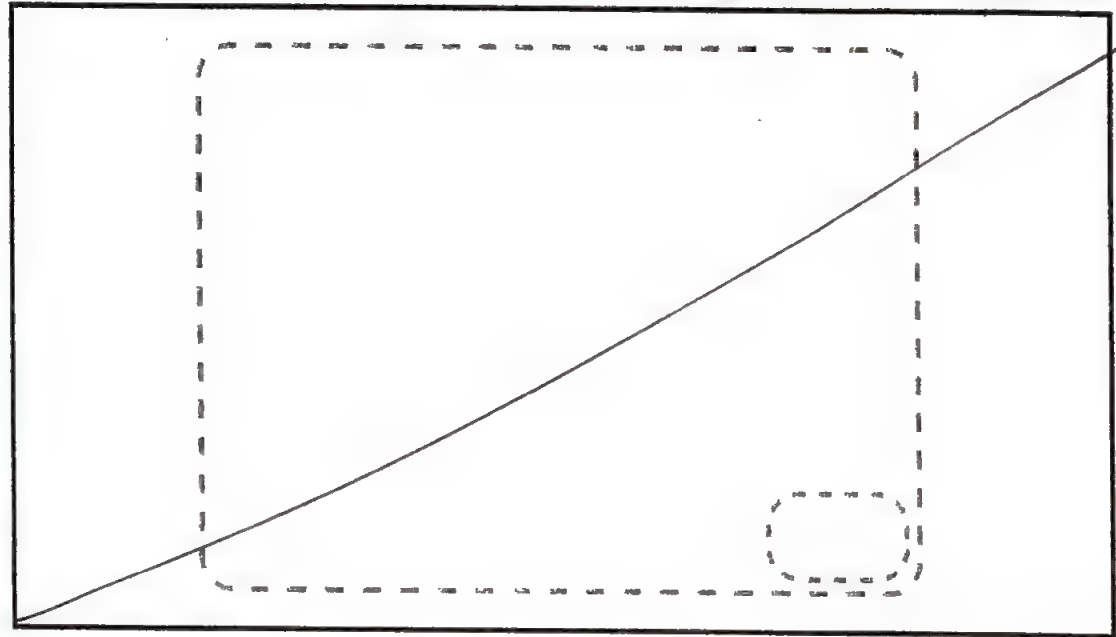
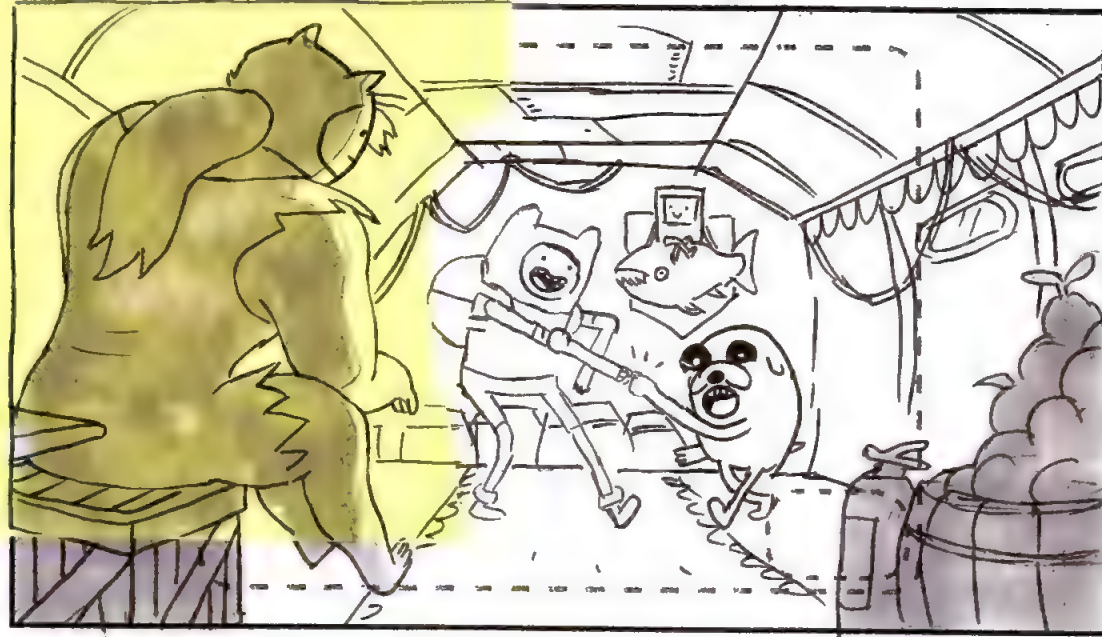
day night

Sc.

Pnl.

Bg.

day night



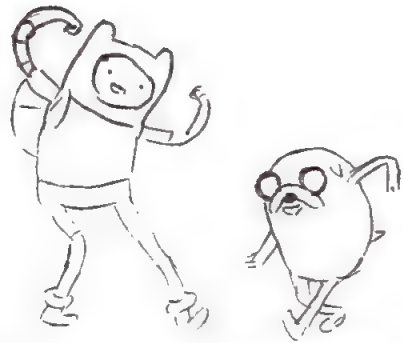
Dialog:

SFX/STEEL CLANG

PAINED  
JAKE  
DETAIL



Action:



Timing:

START POSES—  
REFER TO ORIGINAL  
INTRO IF THERE'S  
ANY DOUBT

SEP 1 6 2016

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Production:

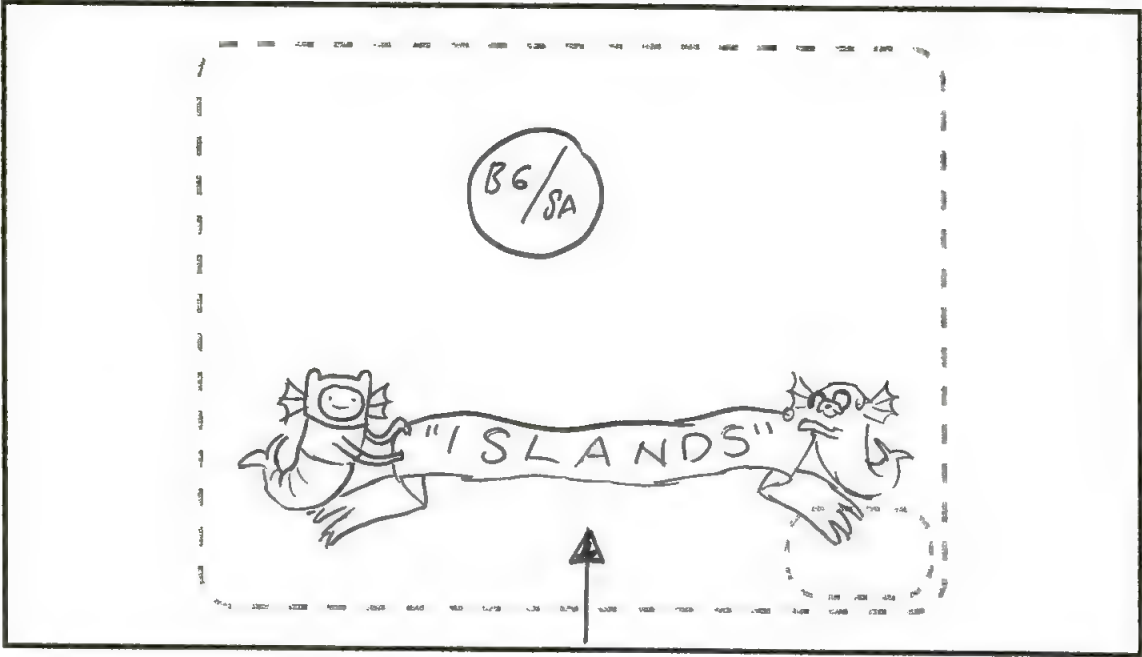
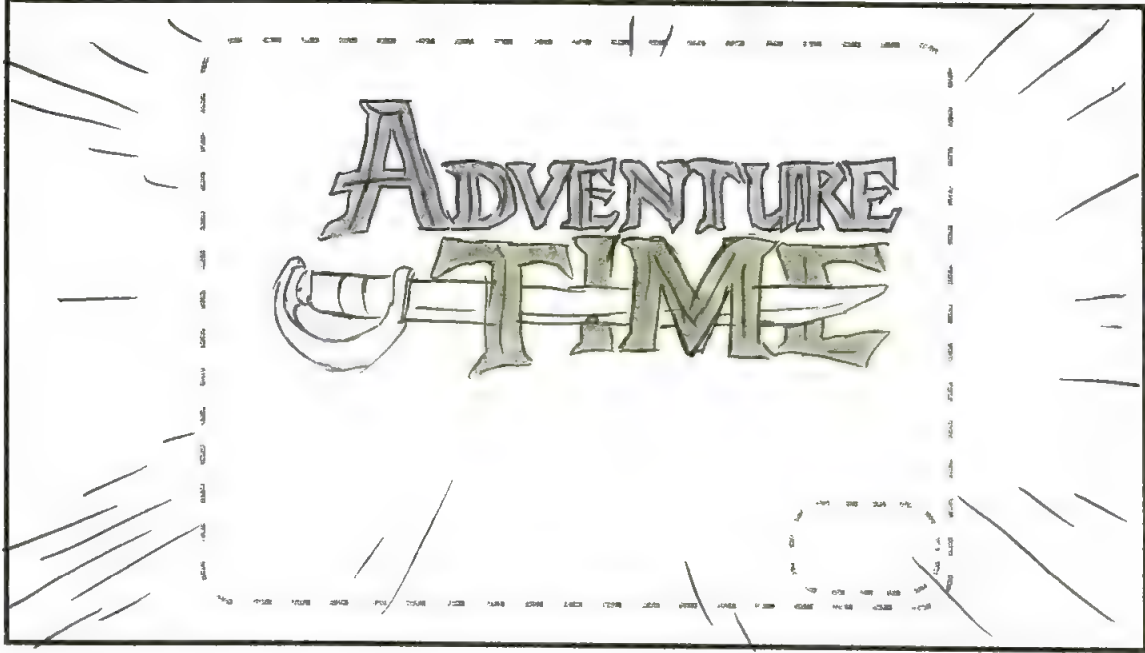
1042/000



ADVENTURE TIME



Sc. 2 Pnl. A Bg. day night Sc. 2 CONT Pnl. B Bg. day night



Dialog:

♪ Adventure Time ♪

Action:

Timing:

SEP 16 2016

1042/000

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# ADVENTURE TIME

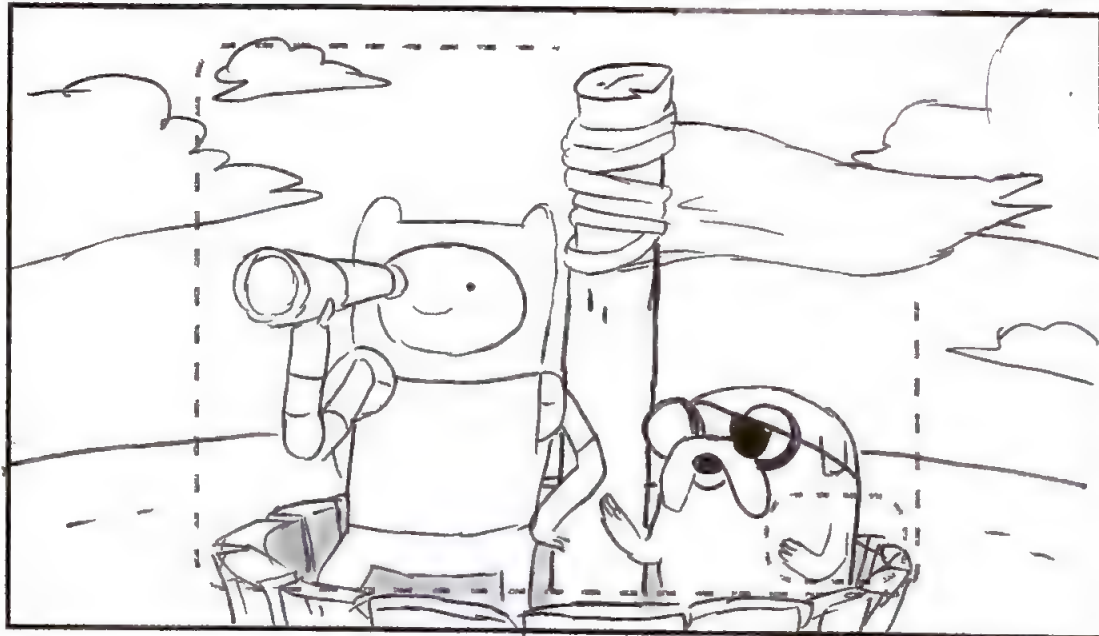


Sc. 3

Pnl. A

Bg.

day night



Sc. 3 CONT

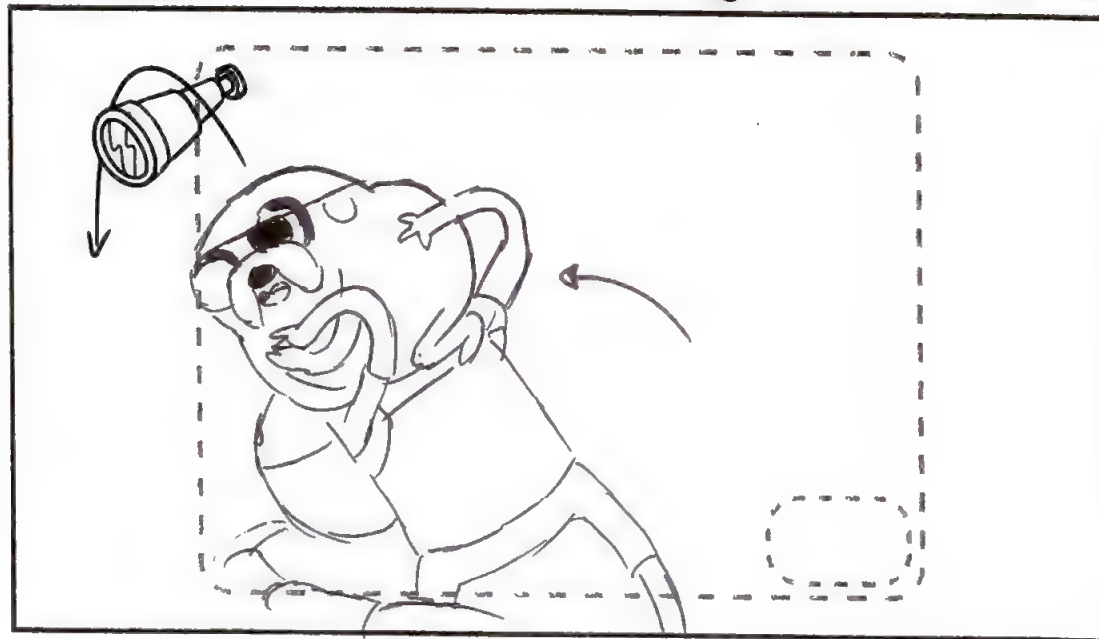
Pnl. B

Bg.

Page 26

day night

26A NEXT



Dialog:

♪ Come on grab your friends -

Action:

Timing:

SEP 16 2016

EPISODE #

1042/000

Production:

1042/000



# ADVENTURE TIME

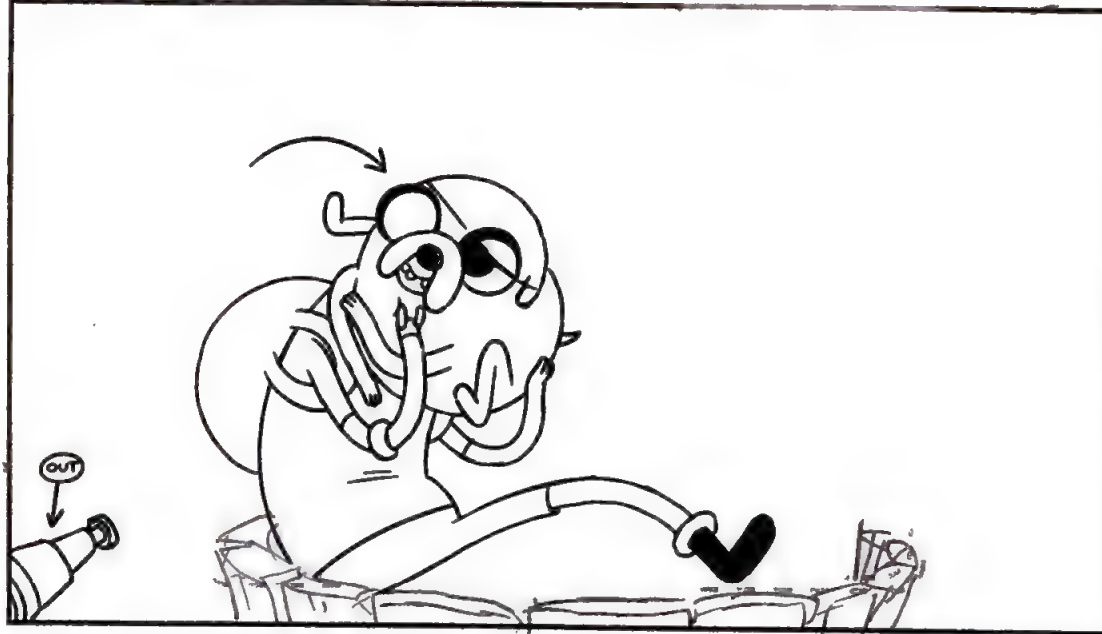


Sc. 3 CONT

Pnl. C

Bg.

day night

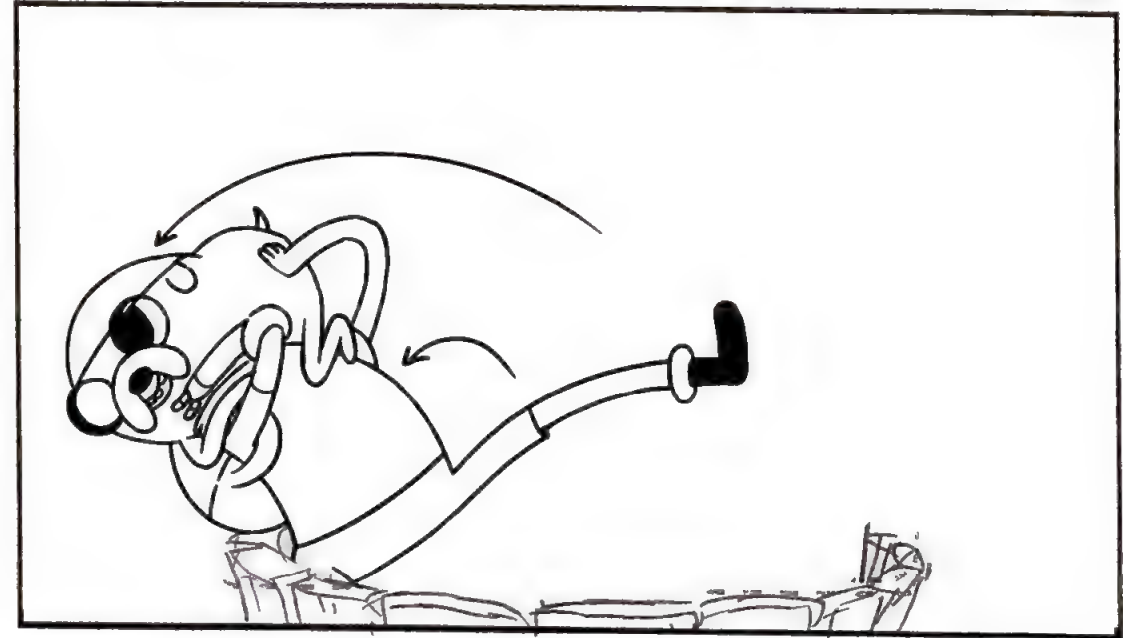


Sc. 3 CONT

Pnl. D

Bg.

Page 26A  
day night 27 NEXT



Dialog:

Action:

Timing:

SEP 16 2016

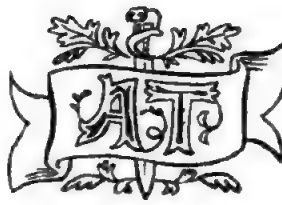
EPISODE #

1042/000

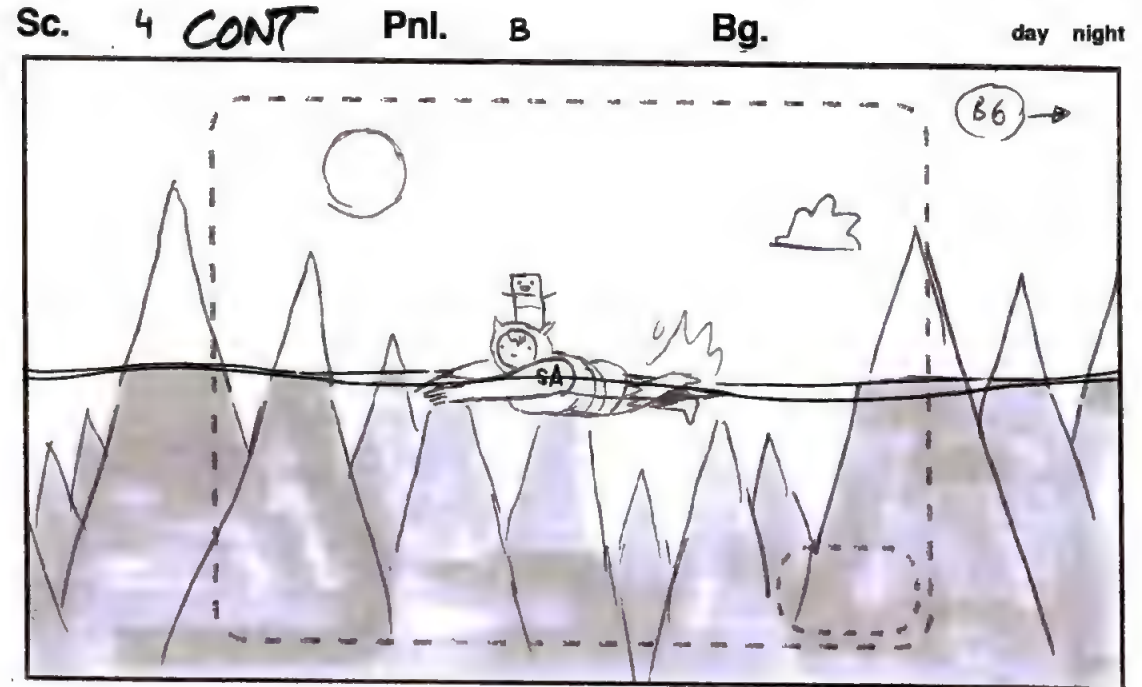
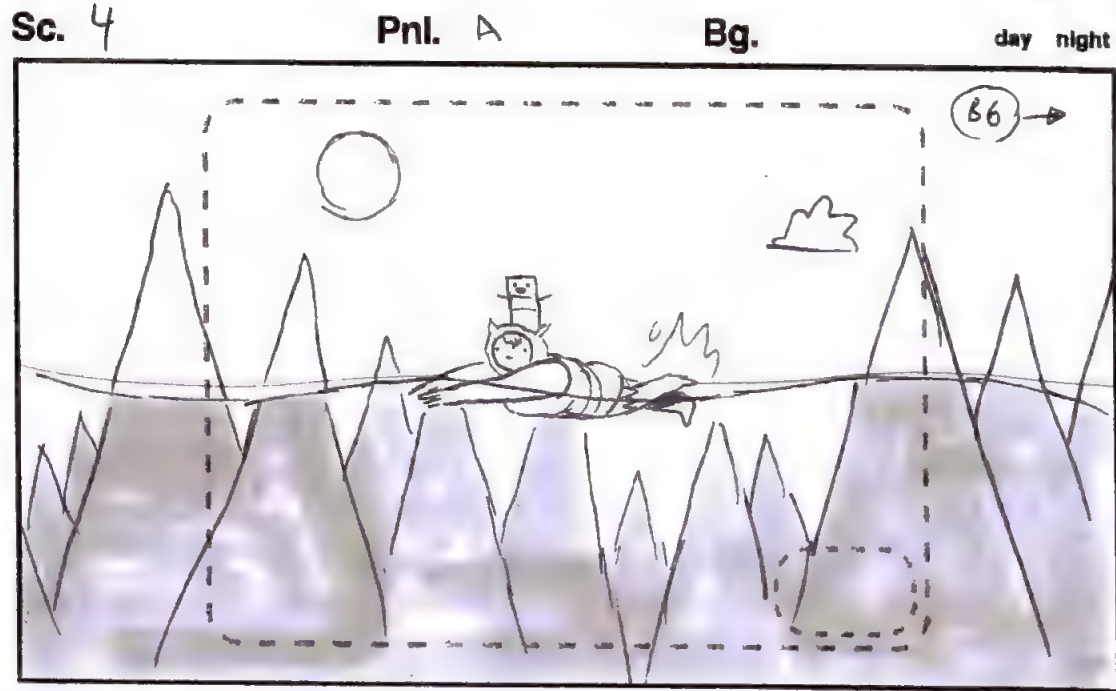
Production:

1042/000

# ADVENTURE TIME



Page 27



Dialog:

- very distant lands -

A1



Action:

Timing:

SEP 16 2016

EPISODE #

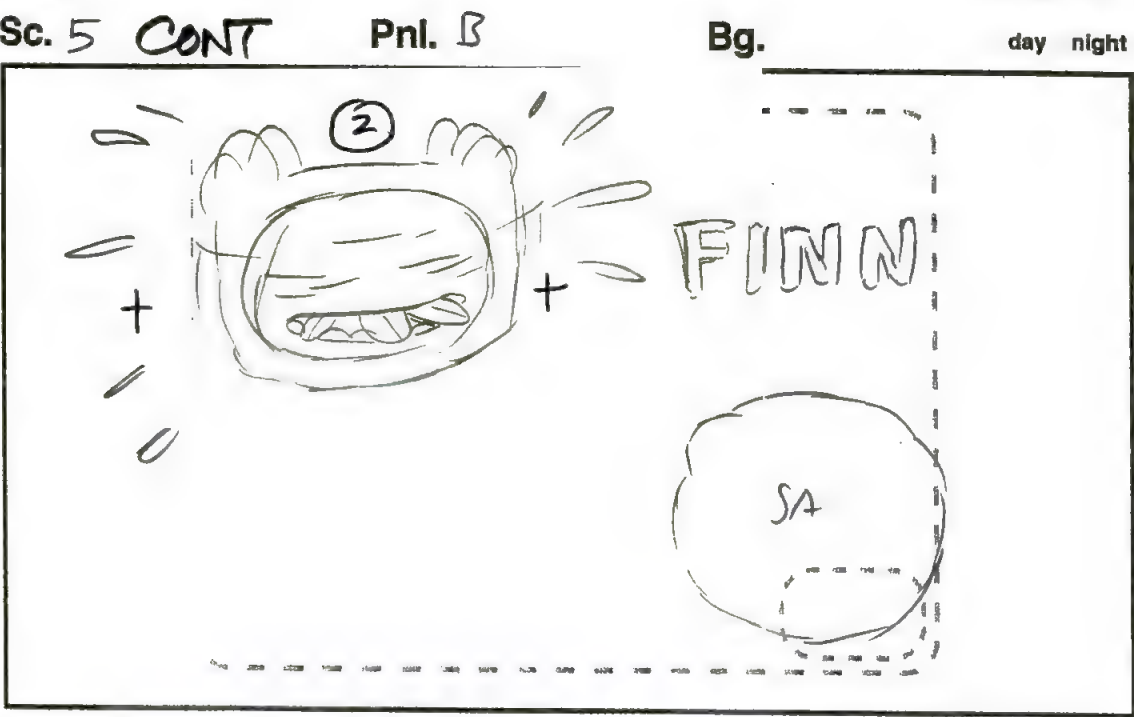
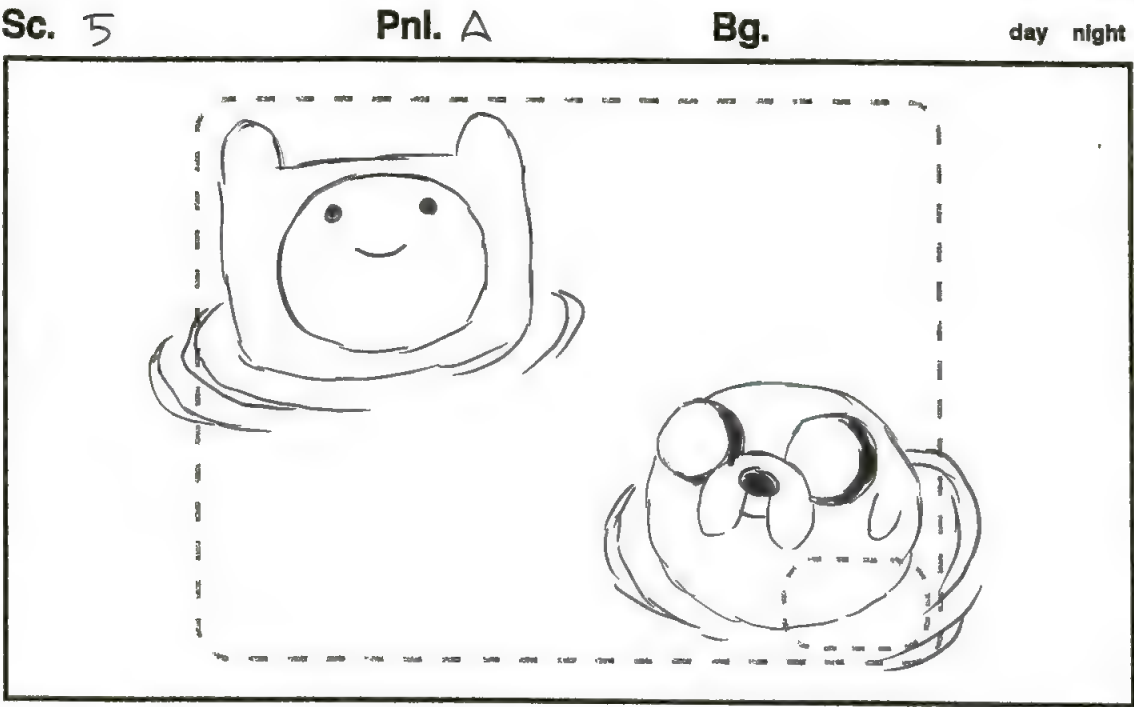
1042/000

Production:

1042/000

1042/000

ADVENTURE TIME



Dialog:

With Finn

Action:

Timing:

CYCLE

SEP 16 2016

1042/000

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Production:

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ADVENTURE TIME

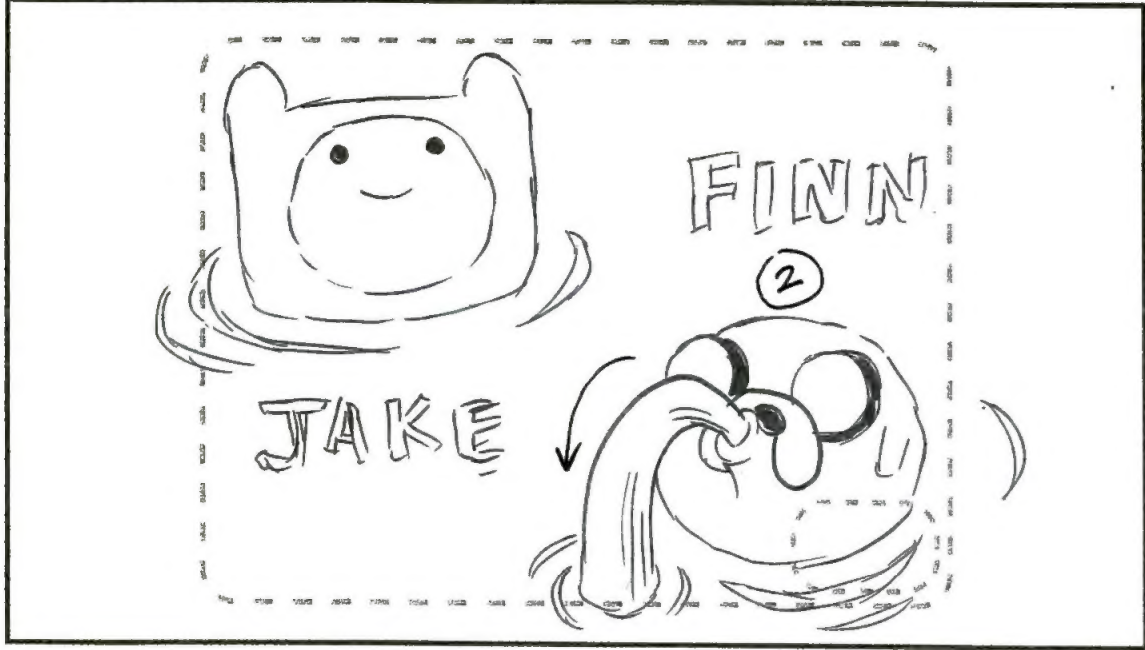


Sc. 5 CONT

Pnl. C

Bg.

day night

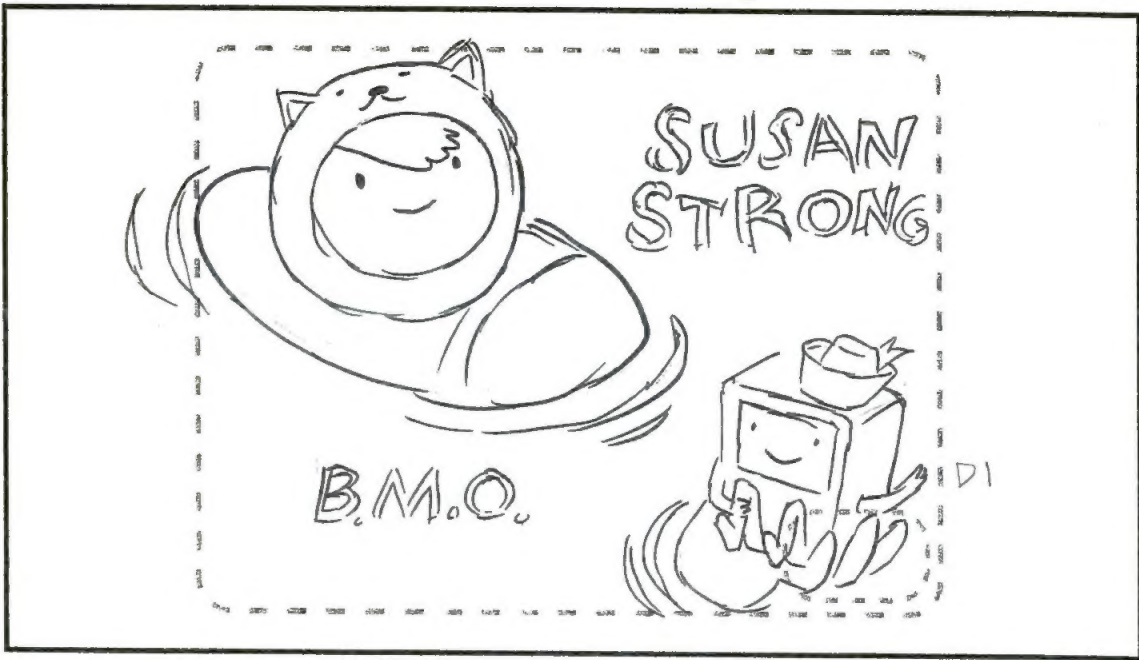


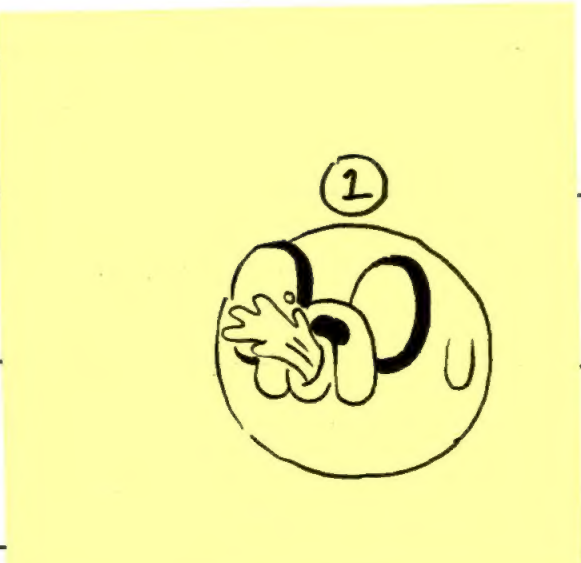

Sc. 5 CONT

Pnl. D

Bg.

day night



Dialog:	♪ and Jake-	- and Susan Strong-
Action:		
Timing:		

SEP 1 6 2016

1042/000

EPISODE #  
1042/000

Production:

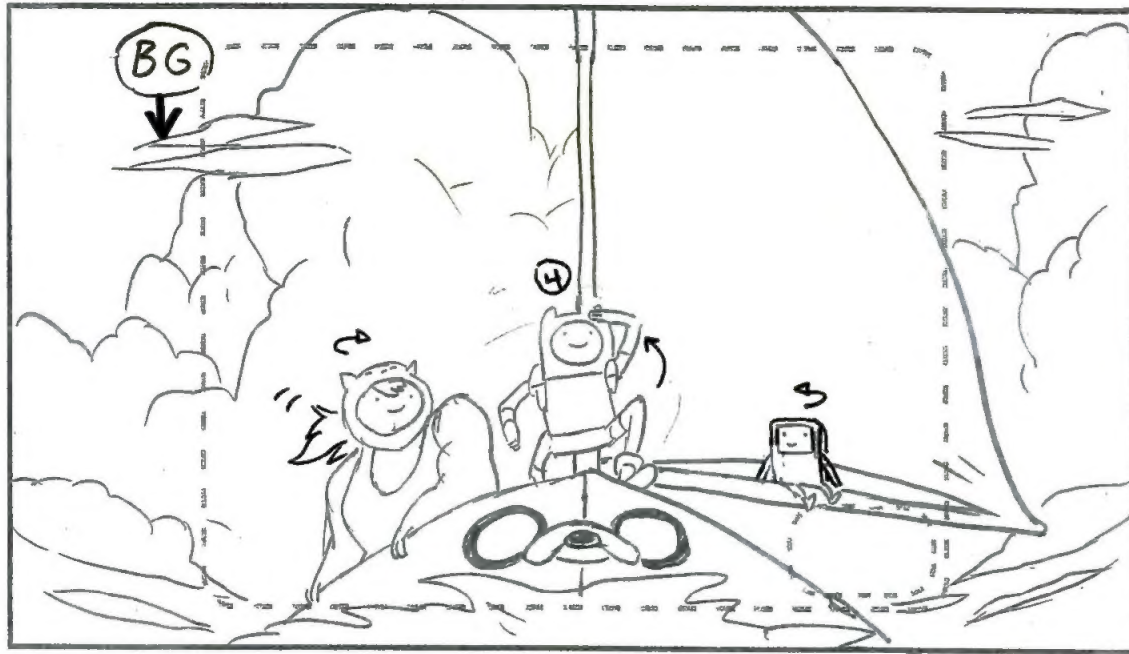
1042/000

# ADVENTURE TIME

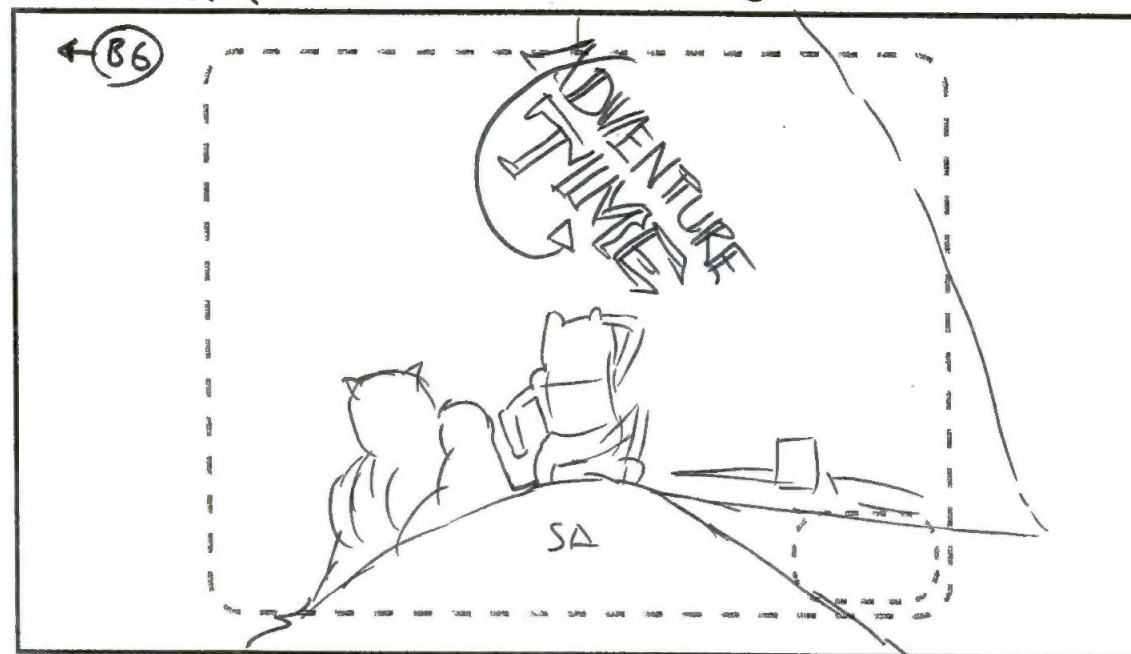


Page 30

Sc. 6 Pnl. A Bg. day night



Sc. 6 CONT Pnl. B Bg. day night



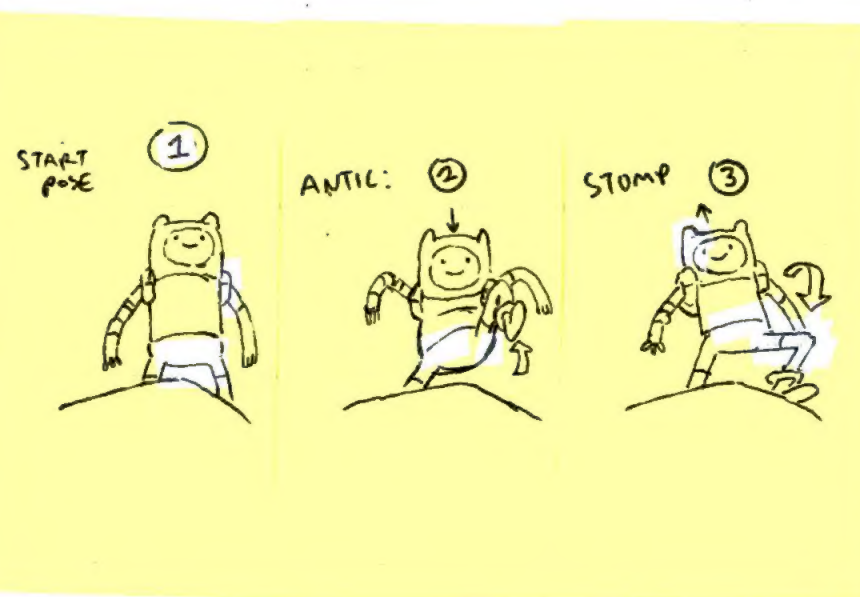
Dialog:

Ja And possibly BMO, <sup>③</sup>

Action:

BOAT ROCKING BACK AND FORTH ↔

Timing:



SEP 16 2016

1042/000

EPISODE #

1042/000

Production:

1042/000



# ADVENTURE TIME



Page 31

Sc. 6 CONT

Pnl. C

Bg.

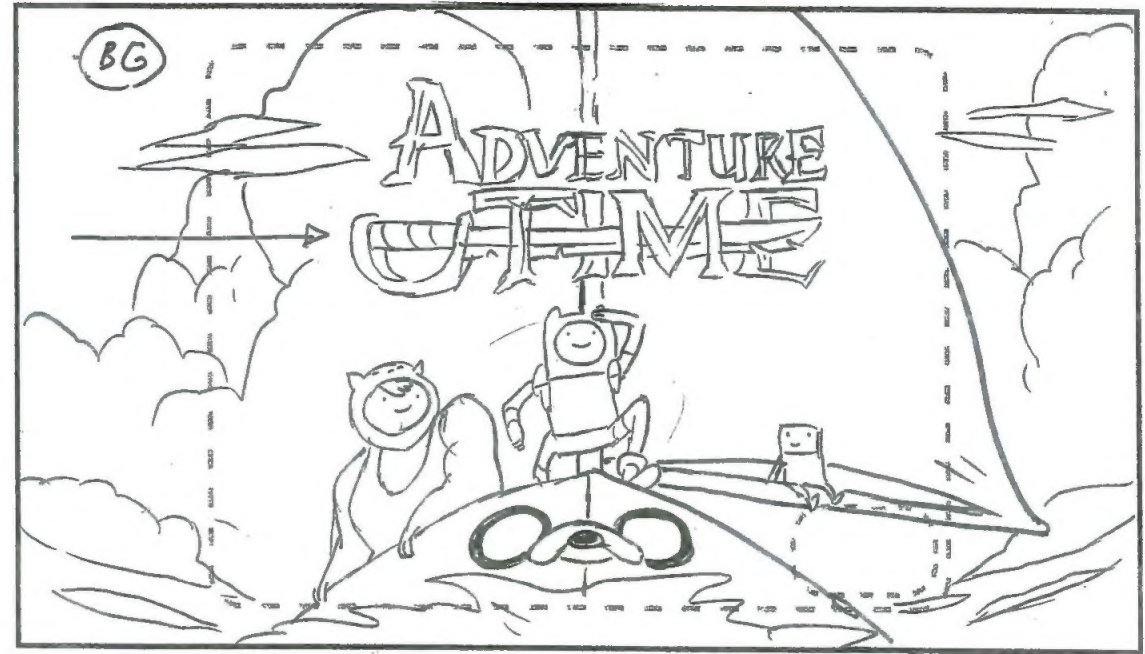
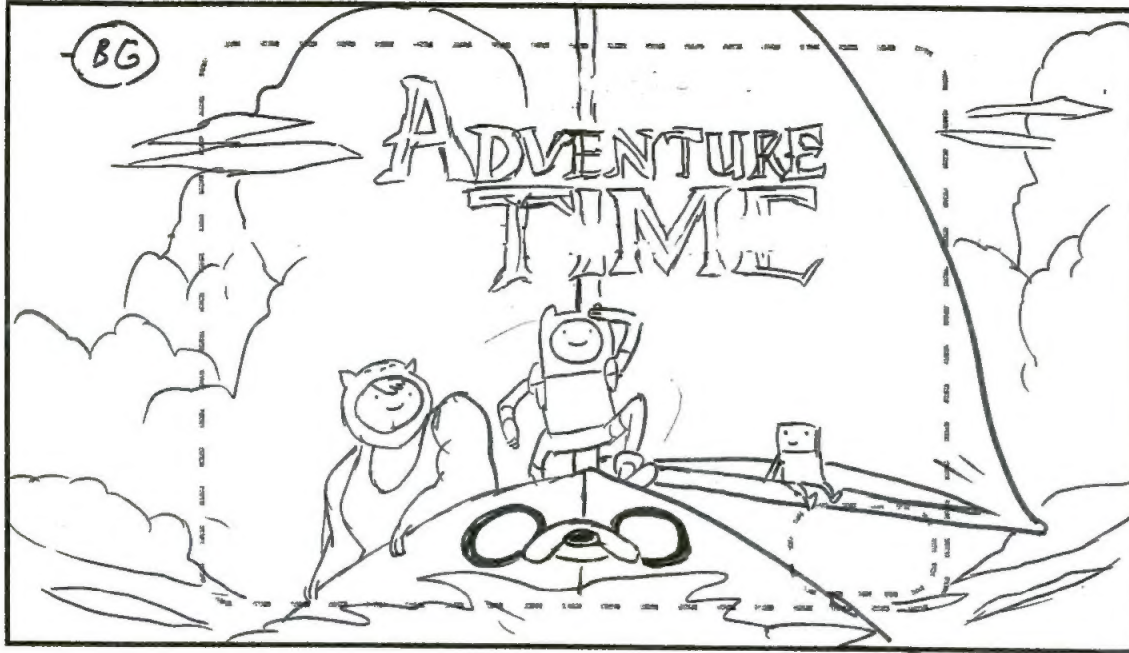
day night

Sc. 6 CONT

Pnl. D

Bg.

day night



Dialog:

*It's Adventure Time!*

Action:

*SHIP ROCKING BACK AND FORTH ↔*

Timing:

SEP 1 6 2016

EPISODE #

1042/000

Production:

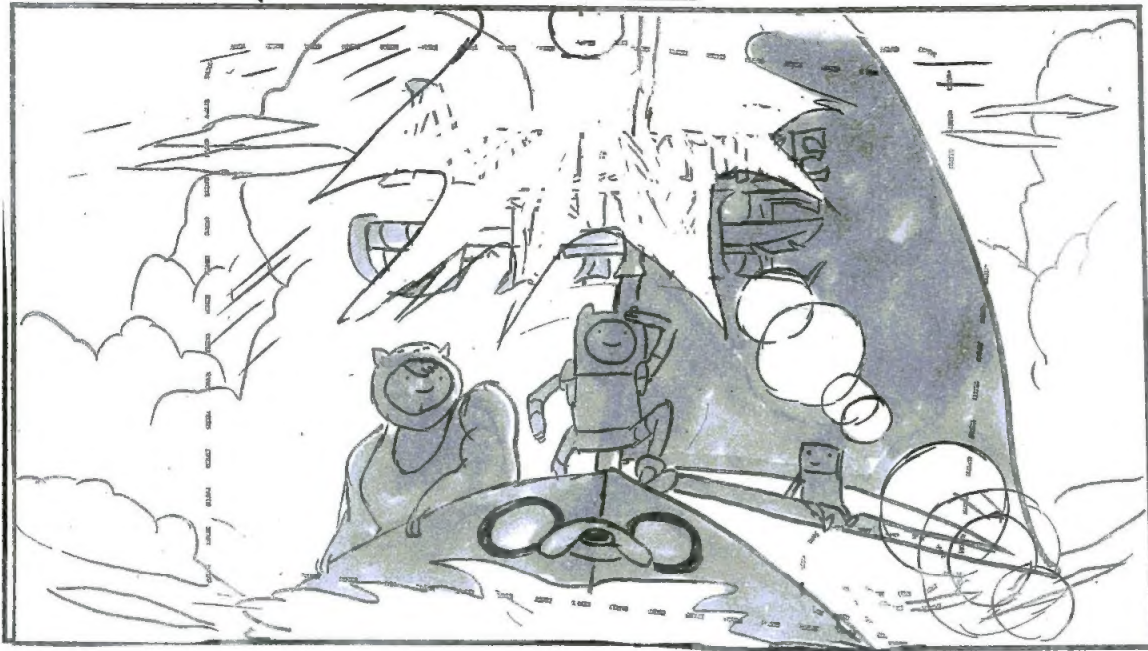
1042/000



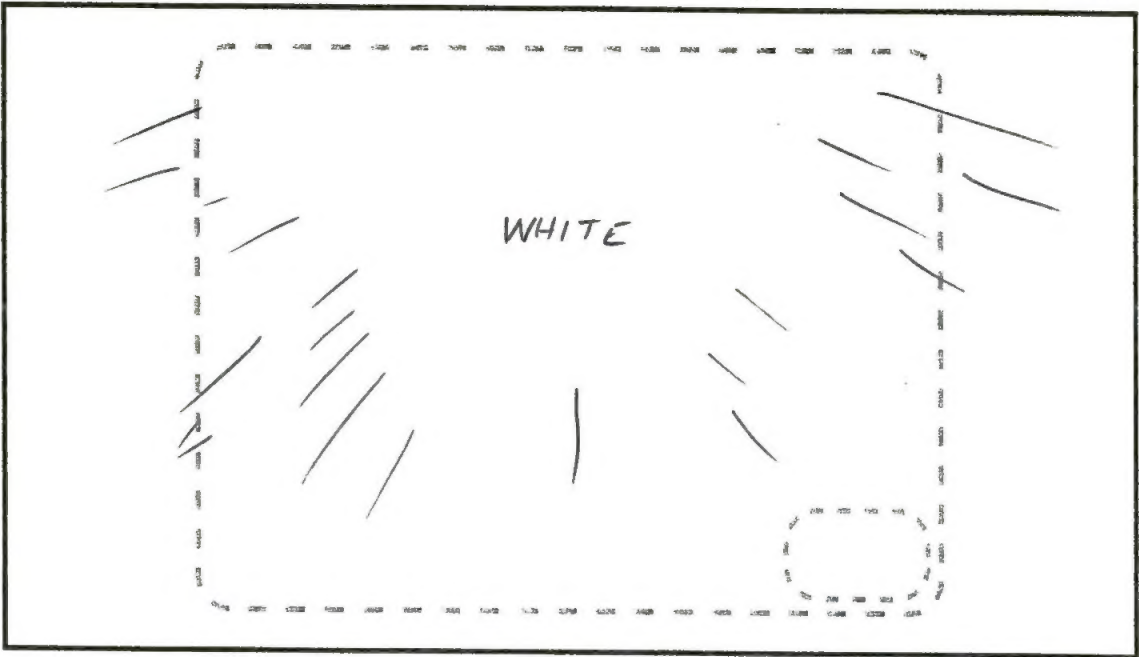
ADVENTURE TIME



Sc. 6 CONT Pnl. E Bg. day night



Sc. 6 CONT Pnl. F Bg. day night



Dialog:
Action: SUN FLARE EMERGES FROM BEHIND SAIL - FADE TO WHITE
Timing: SEP 1 6 2016

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Production: